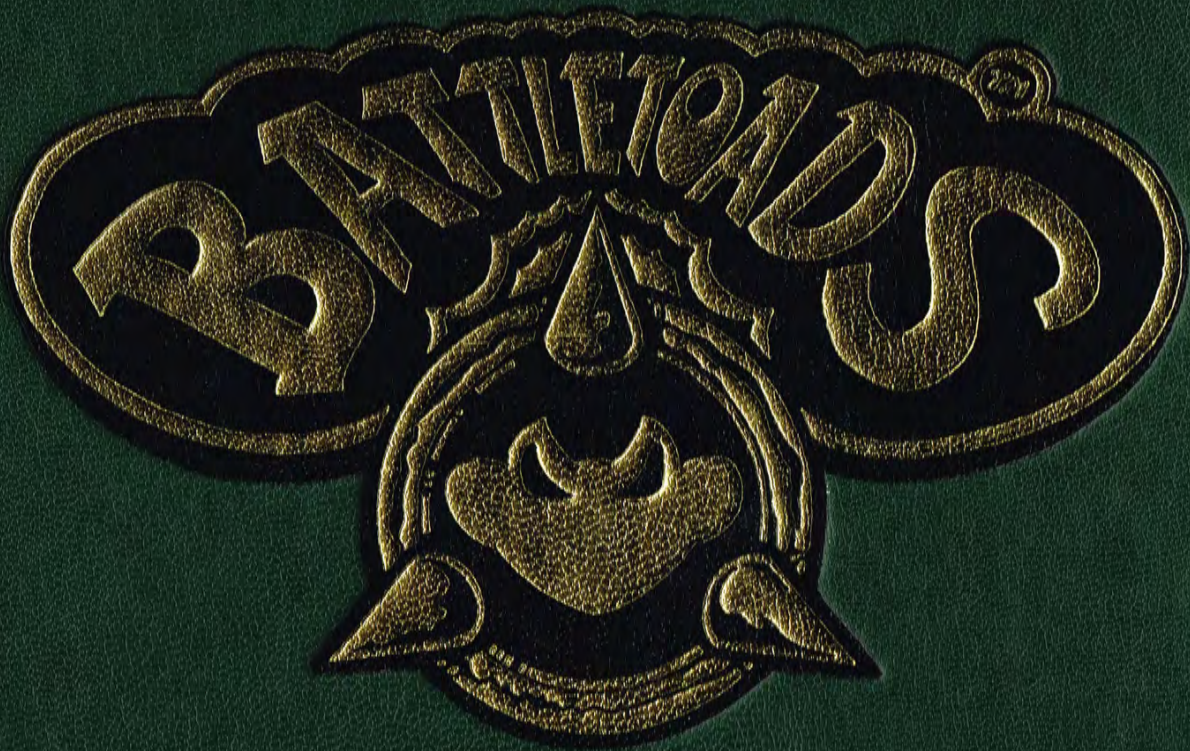




MEDIA

BATTLETOADS™

MEDIA

©™ 1989/90 Rare Ltd.

BATTLETOADS™

WARTSNALL!

Even before its release on the Nintendo Entertainment System, BATTLETOADS™ was the most talked about video game in years.

BATTLETOADS™ has featured on the covers of several leading video-game magazines and was voted "Best Game" at the World Consumer Electronics Show at Chicago in June 1991.

Considering its enthusiastic reception from video-game buyers and reviewers, and the target market's eagerness for new heroes, BATTLETOADS™ is bound to be a 'toadally awesome, surefire hit in all areas of the media...

LET'S EAT!



FINALLY...A COMIC
WHERE ALL THE
GOOD GUYS CROAK...

BATTLETOADS™

SOMEWHERE
IN VID SPACE...

KISS MY
FIST!

EAT
TOAD-TOE,
JOE!

WE'VE GOT
THIS
RATPACK
PACKIN'
TOADS!

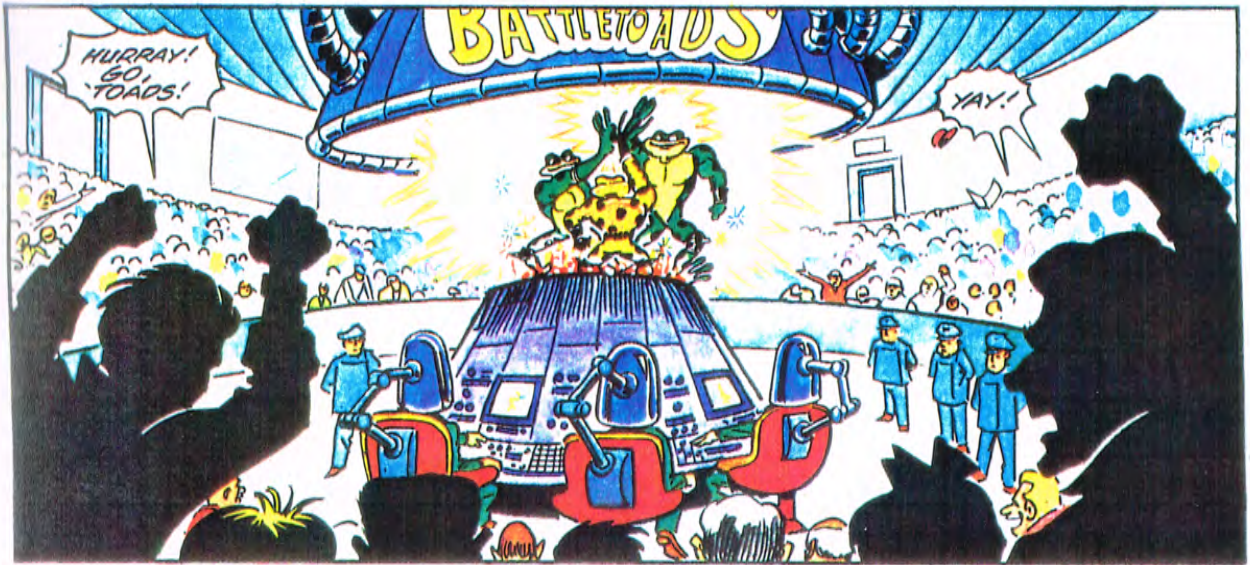
WAYDIGO! ANOTHER PLANET THAT WON'T
FALL PREY TO THE DARK QUEEN'S MINIONS,
THANKS TO ZITZ, PIMPLE, AND RASH--
THE BATTLETOADS!

AND, THANKS
TO MY
MUSCLES!

MAD, BAD AND
CRAZY 'TOADS!

YEAH!

ALL
RIGHT!



HURRAY!
GO,
TOADS!

YAY!

LISTEN TO THAT CROWD!
THEY MUST'VE REALLY
ENJOYED SEEING ME
KICK RAT'S TAIL...

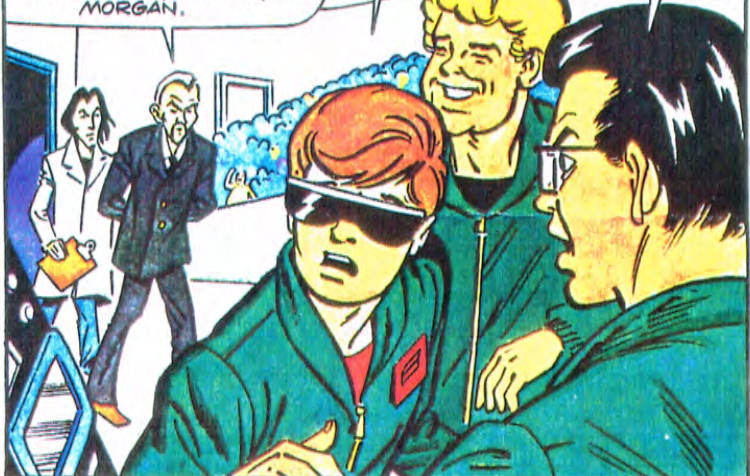
SURE, DAVE.
SPEAKING OF
RATS, I SMELL
A COUPLE
COMING...

ANOTHER FINE PERFORMANCE
IN THE GAMES GENERATOR,
MY AMPHIBIOUS FRIENDS. I
MEAN... DAVE, GEORGE, AND
MORGAN.

OF
COURSE.

THANKS,
MR. VAKUSE.

THAT'S THE
NICEST THING
YOU CAN SAY?



WHY, MR. ZIEGLER-- DO I DETECT HOSTILITY? IN FACT, I'VE
JUST BEEN CONFERRING WITH SILAS AND THE OTHER DE-
SIGNERS, AND WE'D LIKE TO "TWEAK" THE DIFFICULTY
LEVEL OF THE GENERATOR.
TO CREATE MORE THRILL-
POWER, OF COURSE.

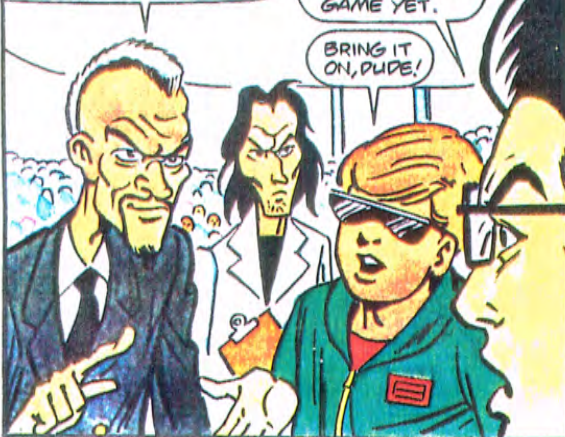
GO AHEAD! WE
HAVEN'T LOST A
GAME YET.

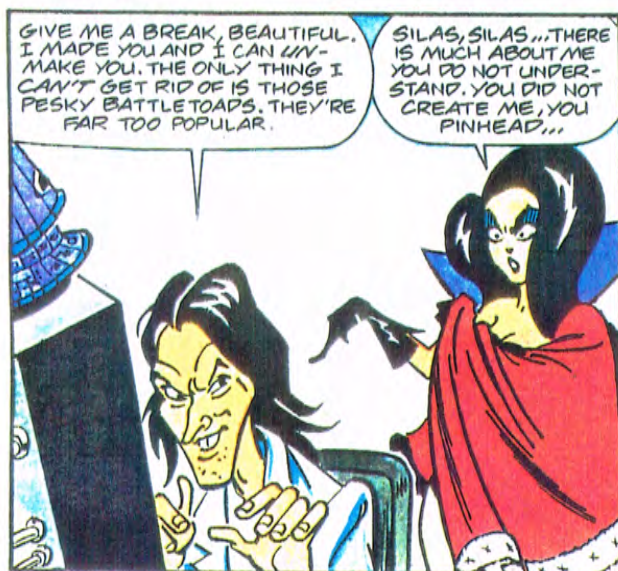
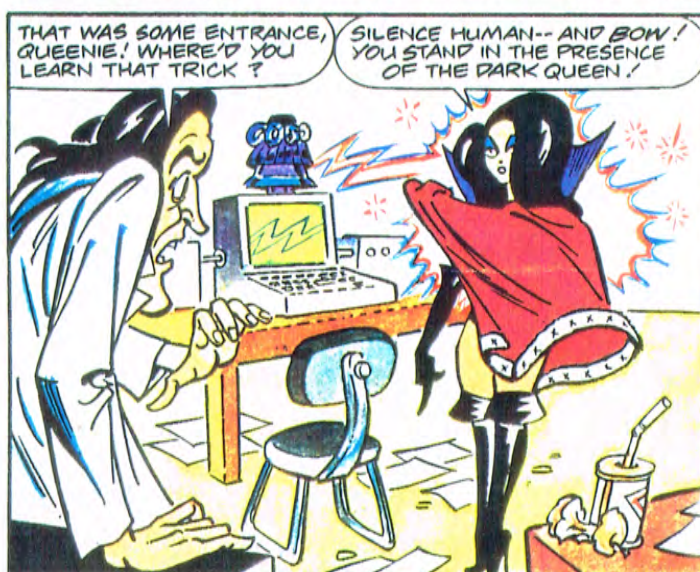
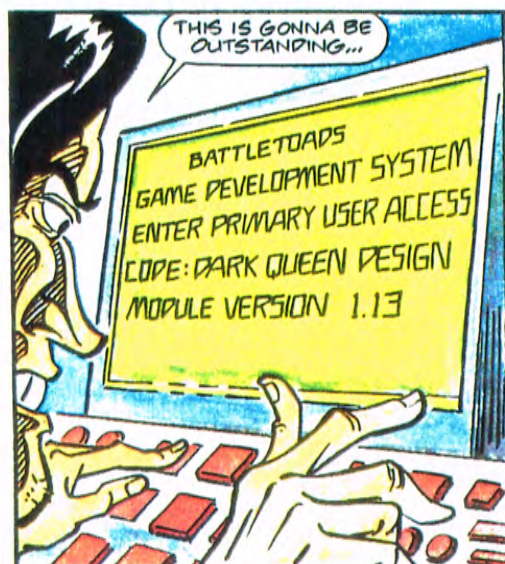
BRING IT
ON, DUDE!

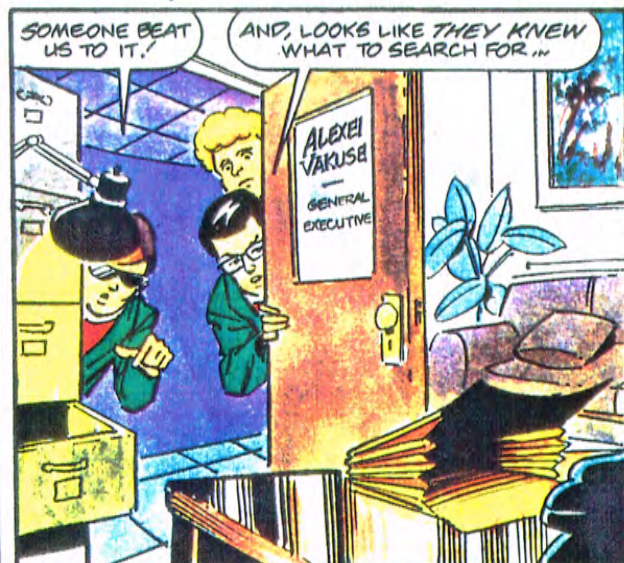
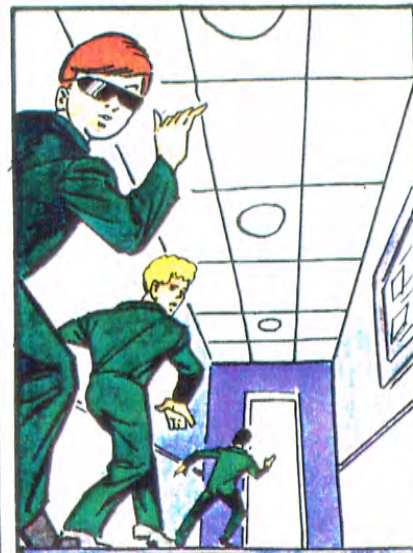
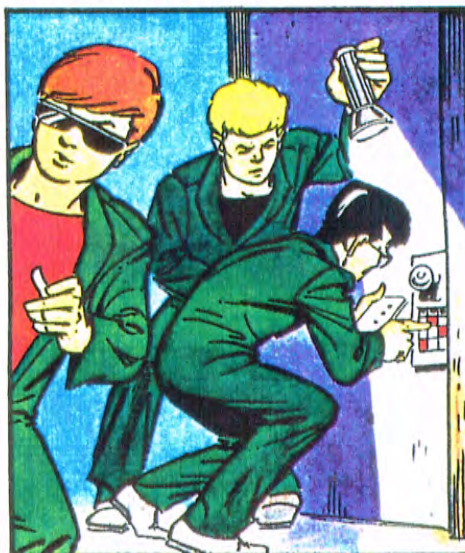
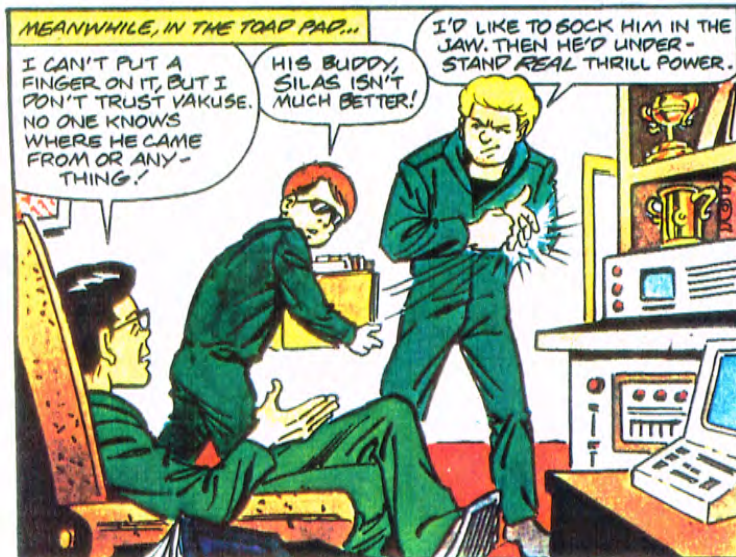
REMEMBER -- JUST "TWEAK"
THE DIFFICULTY. WE CAN'T
RISK HURTING OUR PRECIOUS
BATTLETOADS. THEY'RE
PSICONE'S BIG TICKET ITEM
RIGHT NOW.

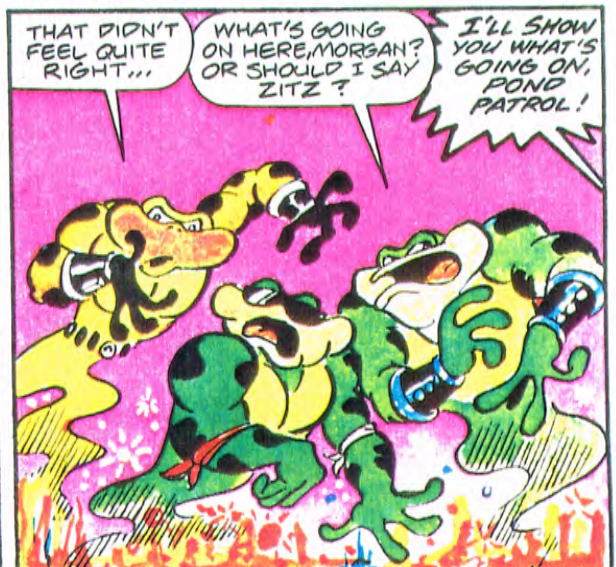
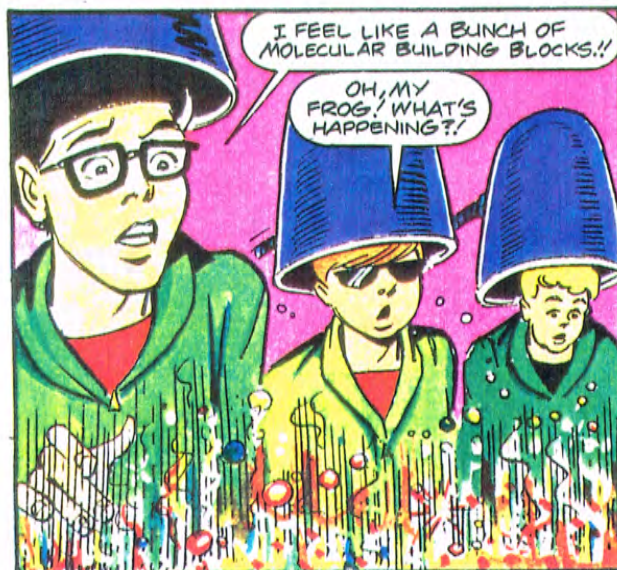
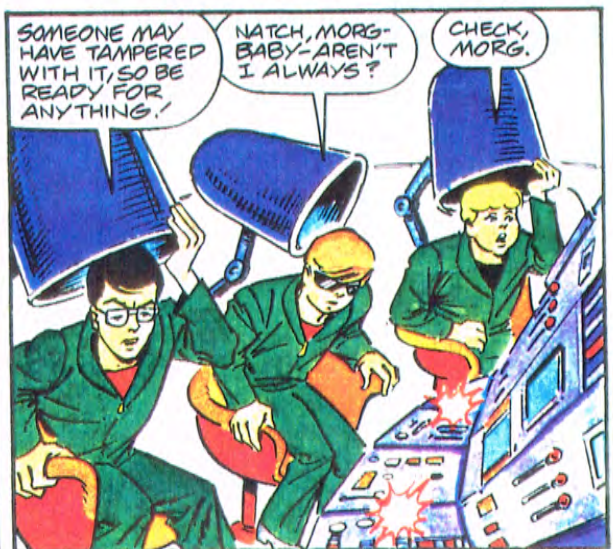
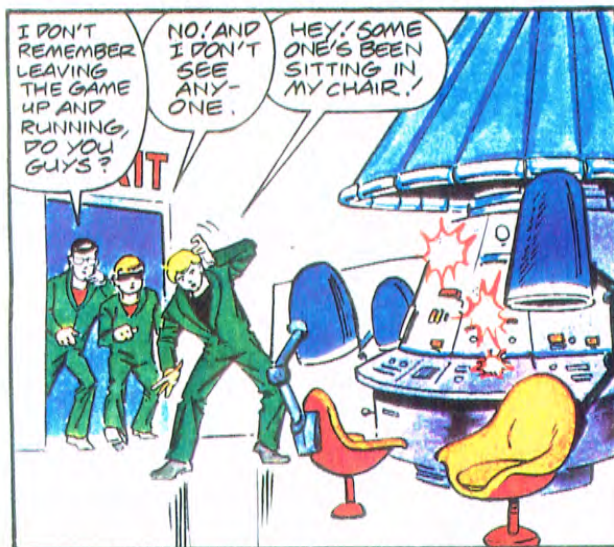
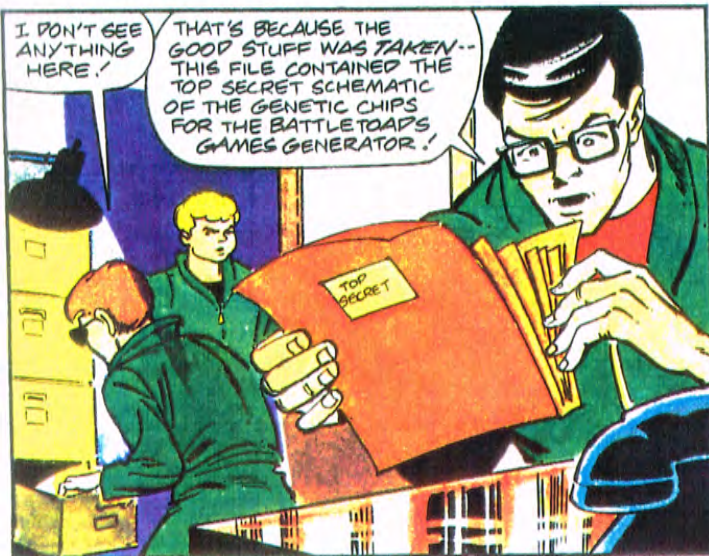
GEEZ, THEY'RE JUST
GAME PLAYERS. IT'S
NOT LIKE THEY COULD
GET KILLED OR ANYTHING.

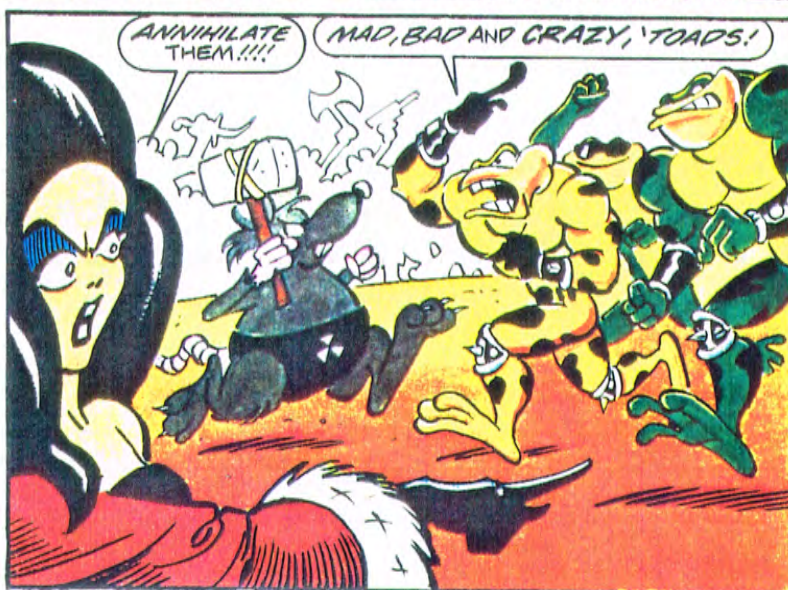
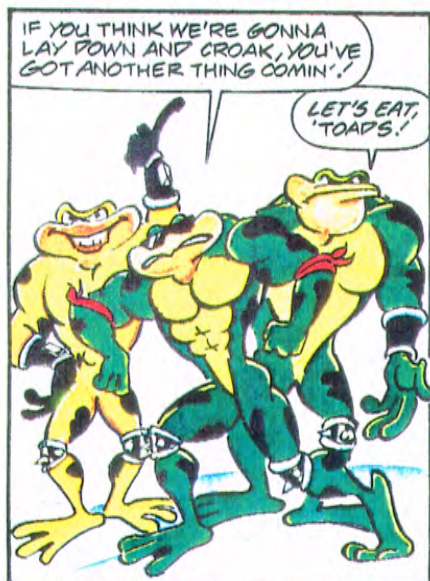
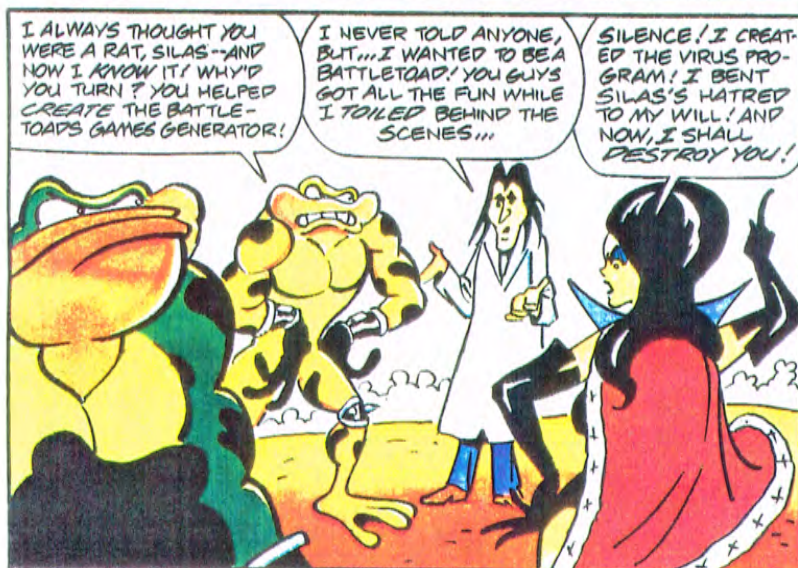
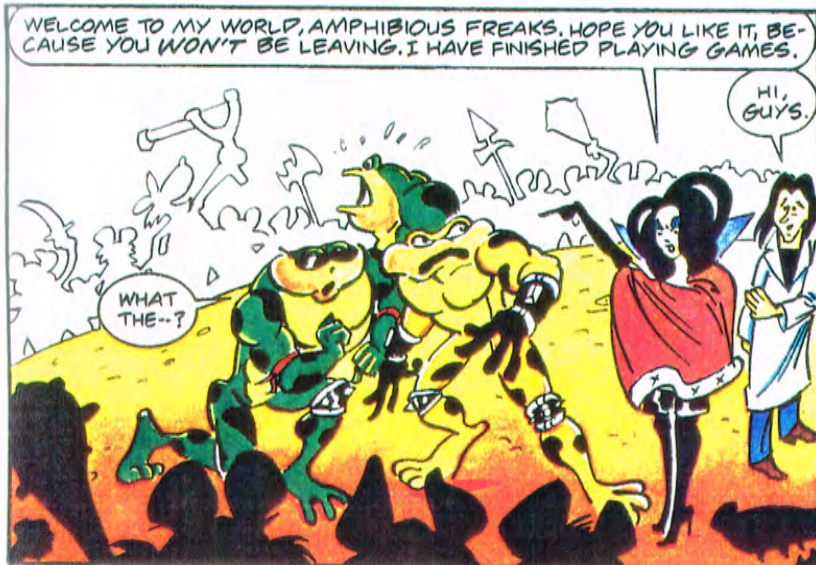
THOUGH I'D LIKE TO
KILL THEM. AND, MAYBE,
I CAN...

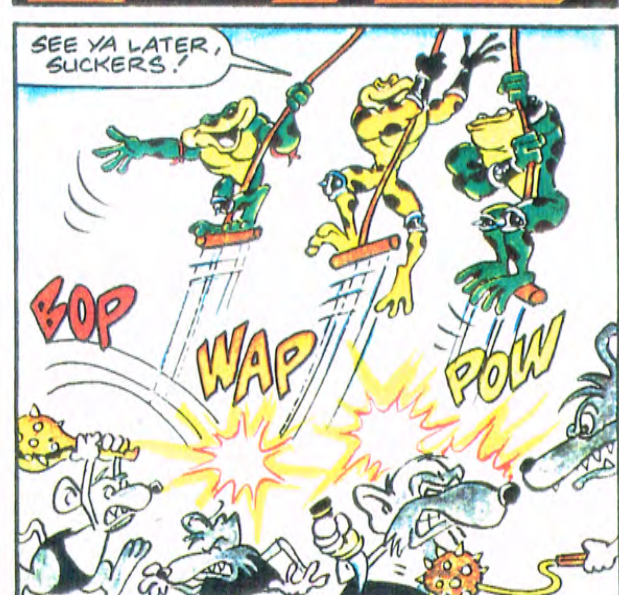
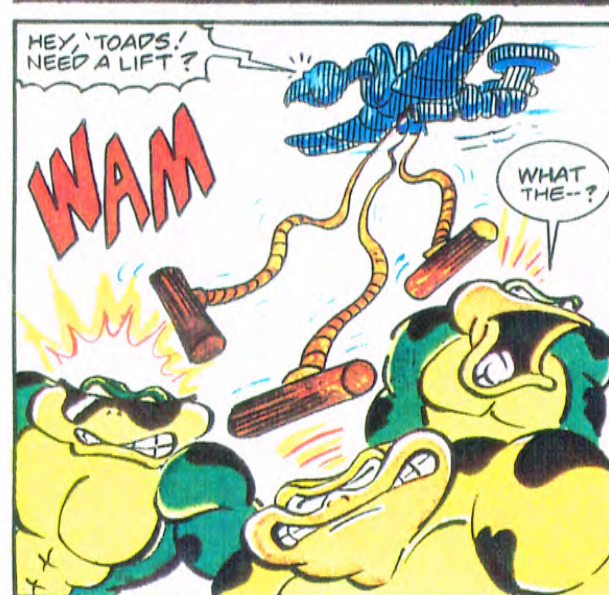
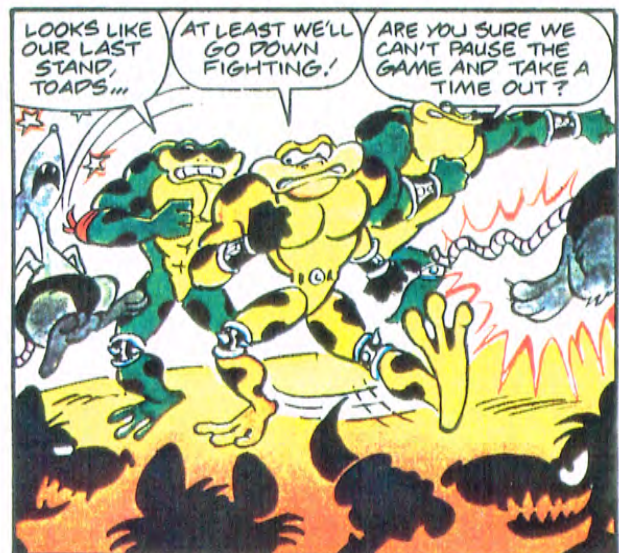
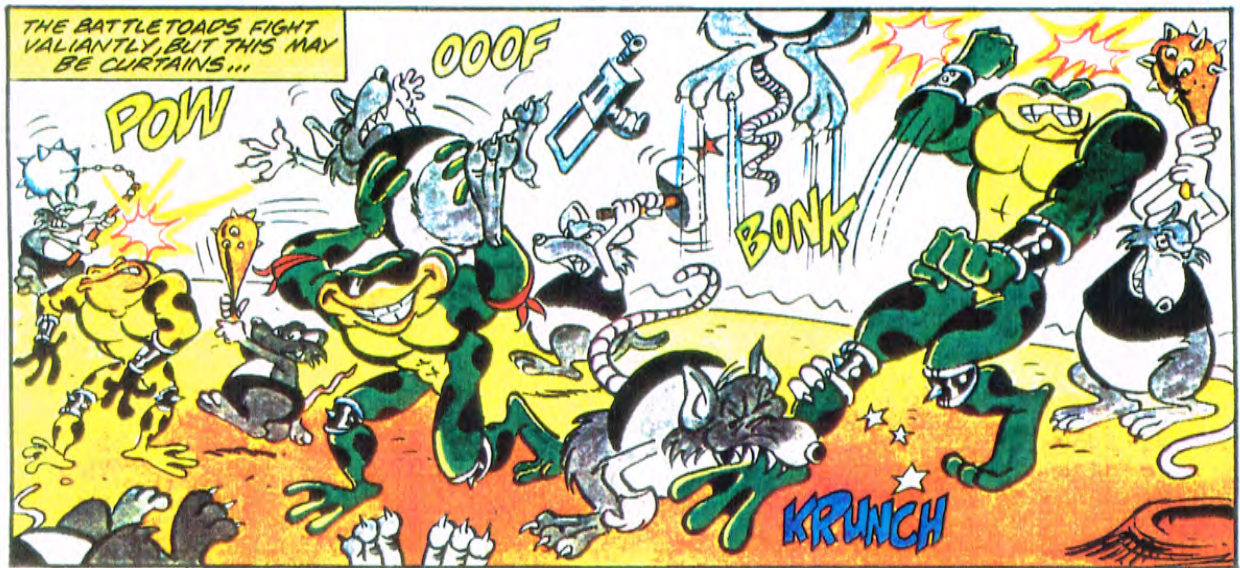


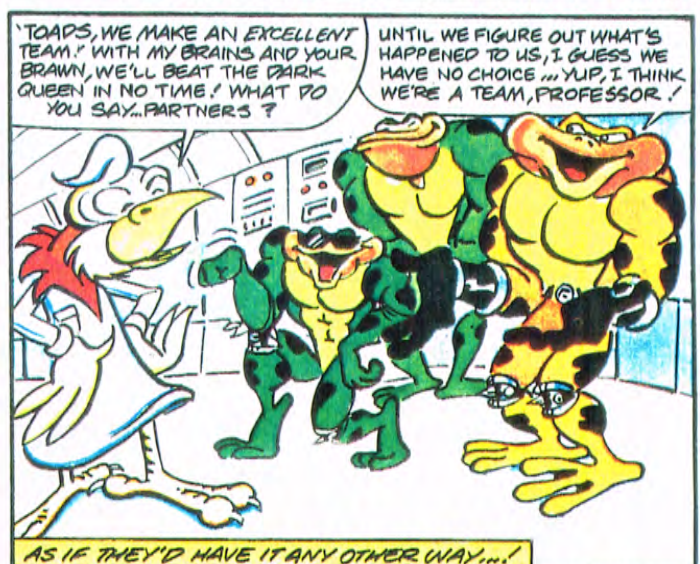
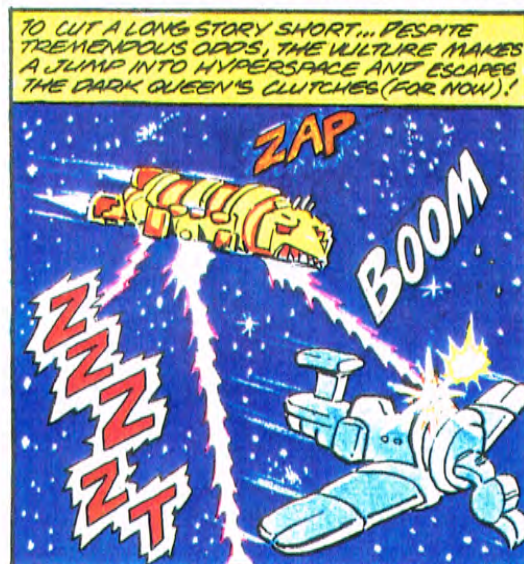
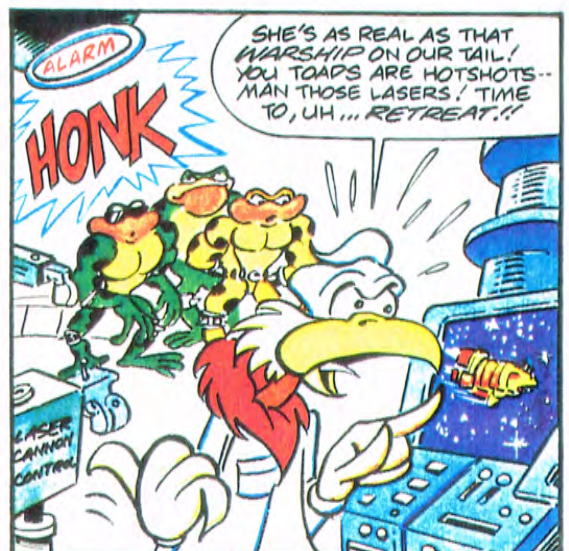
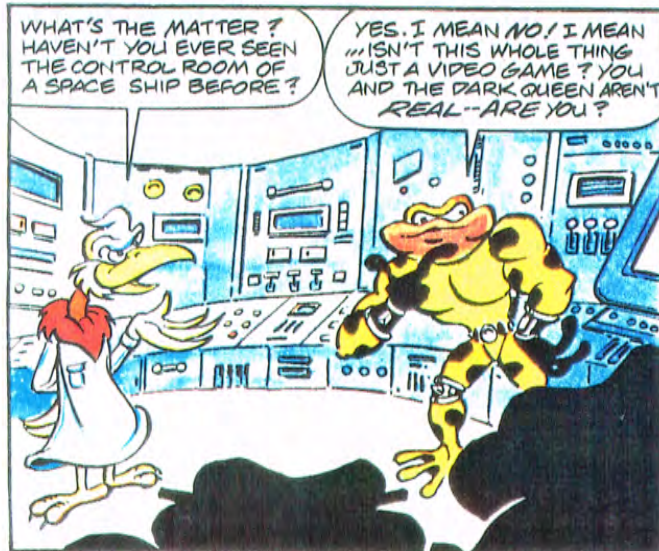
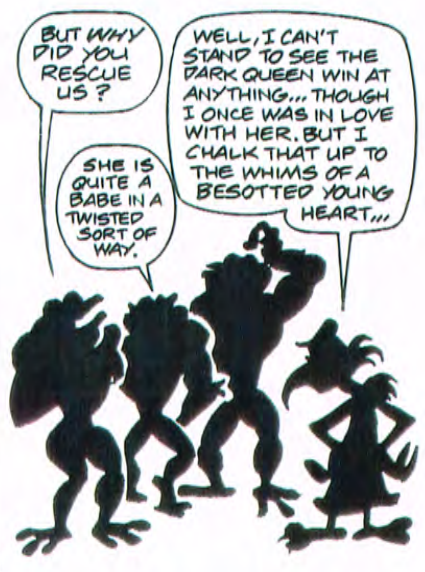
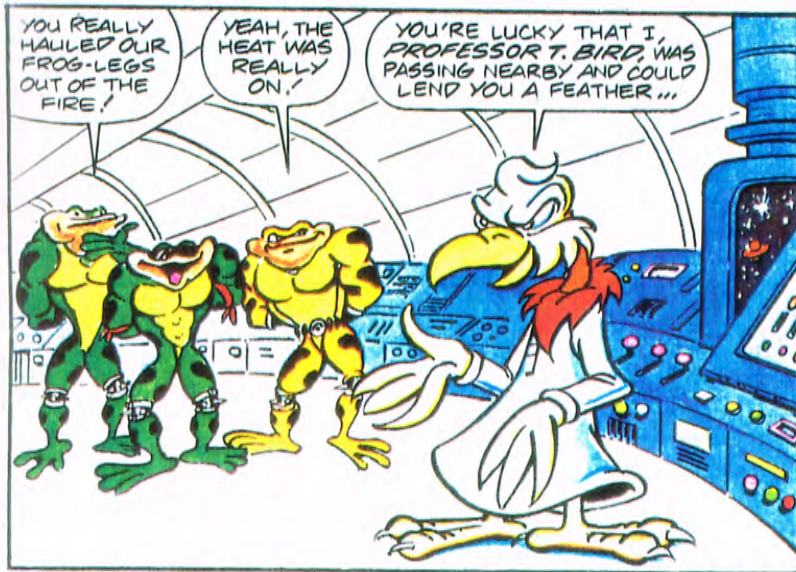












STAY TUNED FOR FURTHER ADVENTURES OF BATTLETOADS IN THE NEXT ISSUE OF NINTENDO POWER!



THE COLOR OF MONEY.

SOON EVERYONE WILL BE SEEING A LOT MORE GREENBACKS.



"...the most outrageous of star-trekking amphibians to hop through the NES in a long time."
- GAMEPRO, May 1991



"Battletoads has it all...there's no doubt in my mind that this is going to be the biggest NES game of 1991."
- Video Games & Computer Entertainment, May 1991



"Awesome! Awesome! Awesome! Amazing graphics and animation will blow you away."
- Electronic Gaming Monthly, June 1991

Take three 'toads, Zitz, Rash, and Pimple. Add one voluptuous Queen with a bad attitude. Mix them together in thirteen 'toadally awesome levels. And you've got the hottest Nintendo® game yet – BATTLETOADS™ from Tradewest. The only thing that could possibly be more exciting than the 'toads' quest to rescue Princess Angelica is the opportunity for you to become part of the action.

Even before its release, BATTLETOADS™ has become the most talked about video game in years. The 'toads have already been featured on the cover of five leading video game magazines, and the reviews have been a unanimous thumbs up. They've raved about the cartoon-quality graphics. The cool music. And irresistibly gross foes like Psyko Pigs and Snotballs.



"With the variety of game play tasks and the super challenge level in their first game, the BATTLETOADS™ are sure to continue breaking new video game ground," wrote *Nintendo Power*®, to its 1.8 million subscribers. Their June 1991 issue devotes 36 pages to the BATTLETOADS™ – more coverage than any other game has ever received. All of which means that kids everywhere are counting down to the release of BATTLETOADS™ for the Nintendo Entertainment System®. And the Game Boy® version is not far behind.

But you're lucky. You don't have to wait. You can talk to Tradewest today about merchandising opportunities with the 'toads. In fact, you'd better do it today because several companies have already started negotiating. From toys and games, to candy and soft drinks, the 'toads will be a huge draw.

BATTLETOADS™ is the latest in a long line of hit titles from Tradewest. Considering the breakthrough potential of BATTLETOADS™, its enthusiastic reception from video game buyers and reviewers, and the target market's eagerness

for new heroes, this could be your only chance to get in on the ground floor. Contact us soon – or you might be turning green instead of counting it.

For information about BATTLETOADS™, call Terry King at Tradewest (903)874-2683, fax (903)872-8000. Or write Tradewest, Inc., 2400 S. Hwy. 75, Corsicana, Texas 75110.



BATTLEBOYS

PIMPLE AND ANGELICA WERE CRUISIN' IN THE TOMSTER...

WHAT THE...?
OH, MY FROG!!

OH, PIMPLE, YOU
REALLY ARE BIG FUN!

LOOKS LIKE WE'RE
IN TROUBLE, PIMPLE!

BIG TROUBLE!

IT'S THE
GARGANTUA!

THE GARGANTUA HEADS FOR THE DARK QUEEN'S PLANET...

WOOSH!

THE DARK QUEEN'S
KIDNAPPED
PIMPLE AND ANGELICA!!

DON'T WORRY, COACH—
WE'LL GET 'EM BACK!

WE'RE WAITING FOR YOU—
BATTLEJERKS!

COME AND GET IT,
POND PATROL!

YOU'LL NEVER SEE PIMPLE
AND ANGELICA AGAIN—
SWAMP SCUM!

YEAH, I GOTTA
CRAVING FOR ACTION!



BOYS LEAP INTO 21ST CENTURY!

Introducing Pimple, Zitz and Rash. Battletoads
get mad, then get even. Fight and race
your way through 12 levels of dazzling graphics.



COMPARED
TO BATTLETOADS,
TURTLES SEEM
LIKE POND SCUM.



DUDE, IF YOU'RE READY
FOR A GAME THAT
TOADALLY KICKS BUTT,
GET BATTLETOADS.
WITH 12 LEAPIN' LEVELS
OF FIERCE FIGHTING
AND RADICAL RACING,
FOR ONE OR TWO
PLAYERS.

 **TRADEWEST**





NINTENDO • GENESIS • TURBOGRAFX-16 • SEGA • ATARI • GAME BOY • LYNX

GAMEPRO[®]

An IDG Communications Publication

Exclusive Review:

Battletoads!

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New for Your NES Machine!**

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**Ikari Warriors III • Valis II
PGA Tour Golf • Whomp 'Em
Sherlock Holmes on CD
Ninja Gaiden for Lynx
R-Type for Game Boy
Golden Axe Warrior**

Game Gear!

**Never Before Seen
Game Screens!
See Pg. 14**

May 1991

\$3.95 Canada \$4.95 UK £2.50





Sega's new color handheld. See page 14.



Reader-artists strut their stuff! See page 72.



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Genesis: Wardner, Crackdown, PGA Tour Golf

Sega Master: Golden Axe Warrior

TurboGrafx-16: Valis II, Sherlock Holmes

Game Boy: Tail 'Gator, R-Type, Kung Fu Master

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Here's what's coming up next in the revamped GamePro.

Flying Warriors Chapter 6

Follow Rick and his friends in their latest adventure in the Light Dimension beginning on page 40A.

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NINTENDO PROVIEW

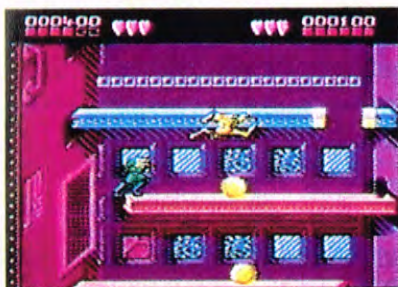


By Boogie Man

Zitz! Rash! Pimple! Sounds like a teenager's worst nightmare, but they're actually the names of the Battletoads, the most outrageous gang of star-trekking amphibians to hop through the NES in a long time.

Web-footed Friends

Battletoads from Tradewest is a rip-snortin' outer space chase that's as good an NES action/adventure cart as there is. You can play a one-player session or two-player simultaneous games; either way it's a blast!



Two 'Toads double the fun and the difficulty.

The story begins aboard the spaceship Vulture as the 'Toads and their mentor, Professor T. Bird, escort Princess Angelica back to her home planet. But the Dark Queen is on a rampage, and this girl is bad, BADDD! She kidnaps Pimple and Angelica and imprisons them at her planetary hideout.

Get the Frog Outta' Here

You play Zitz (your friend is Rash) as you invade the Dark Queen's domain. Her world is deadly, but great-looking. You tackle 12 excruciating levels of horizontally and vertically-scrolling sideview action.



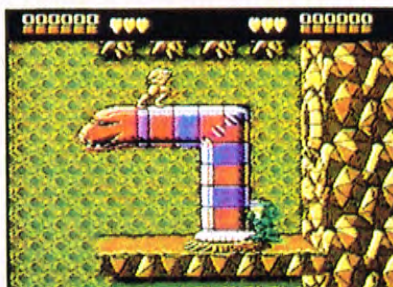
Maps reveal the challenges ahead.

This outrageous adventure is guaranteed to keep you on your toads, uhh, and your toes. Your challenges include leapfrogging deadly obstacles on Speed Bikes through the Turbo Tunnel, slipping and sliding through the Ice Cavern, splashing through the Water Rapids, and space surfing through Surf City.

PROTIP: In the Chasm (Level 3) barricades seem to pause briefly at the right edge of the screen before you ride towards them.

PROTIP: When the airborne Rat Pods try to bomb you at the end of the Chasm, watch their shadows and move to the opposite side.

Three levels consist of several sections, which provide diverse problems for you to master. Each of these levels is a mini-game unto itself. For example, in Karnath's Lair (Level 6) you must ride four sneaky snakes which glide in and out of four different vertical mazes. In Volkmire's



Riding the snake is tough, especially with two 'Toads.

Inferno (Level 7) you fight head-butting Skuzz rats and shoot down Rat Rockets, then you hop onto a single-toad Jet Turbo and fly through four tricky sections.

PROTIP: It's easier to beat the Retro-Blaster at the end of Level 2 with the demolition ball move than with the bird feather.

PROTIP: On Level 7, Volkmire's Inferno, stay to the left side of the screen so you have plenty of time to dodge the flames.

Great Graphics

Battletoads sports some of the most innovative and fun graphics and sound around. The 'Toads, their friends, and their fiends are excellently drawn in a

slick cartoon style. The multi-scrolling backgrounds are knock outs.



Speed Bikes through Volkmire's Inferno.

This cart packs some really rad, imaginative views. One of the most unusual is versus the Giant Red Walker (It's so big you never see the entire thing). You control the 'Toads but you guide their attack as you look at them through the Walker's rose-colored lenses. It's a simple visual twist that's great fun.

The 'Toads' 9 power hits feature great cartoon-style graphics. For instance the Jawbuster turns your hand into a giant fist at impact, and Full Metal Ear-Muffs makes your hands huge cymbals.



Ice Cavern snowball fights are cool.

Naturally, you eat flies for power ups, and you snatch them out of the air with a long, sticky tongue.

Space Cases

The 'Toads aren't the only characters with attitude here. You face 18 types of



The Dark Queen likes fried frog legs.



weird creatures. The Dark Queen's lethal hench-things also feature great cartoon graphics. For example, you meet a Snowman with no Christmas spirit, the porky Psycho-Pigs, and Hornhead, an extraterrestrial rhinoceros in a very bad mood. There's even a special guest villain "invading" this cart from a classic arcade game.

PROTIP: When you knock out creatures as you drop down the Impact Crater, hit them again as they fall for extra points.

PROTIP: If an enemy beats you to the punch, you can't hit them back while

they're attacking you. However, you can jump away and then counterattack.

If the critters don't get you, the traps will. It takes plenty of practice to trip up 11 types of traps such as the Saturn Toadtrap plant, the smelly Gasser, the Sucka vacuum, and the gross (but lethal) Snotball.

Rough-it, Ride-it, Ribbit

The fighting's ferocious so you must master Toad-fu if you want to make it to the end. This cart has a great grab 'em feature where you can snatch any object from the landscape. Pick up a piece of

metal and use it as a club or heave it at an enemy. A bird feather becomes a slashing sword. If your buddy falls, pick him up and carry him.



PROTIP: After you bust up a Tall Walker or any other machine, wack the broken pieces for extra points.

But the interactivity works both ways. In two player games it's one lose, all lose. You can accidentally beat-up your buddy, and if either one of you loses a life, you both start the level over.



PROTIP: If a bad guy knocks your buddy unconscious, you can pick him up and carry him to safety. In a pinch, toss him into creeps; however, he'll take a hit.

For variety you also drive three vehicles: a road-hopping Speed Bike, a rocket-powered Jet Turbo, and a shaky Space Board (look out Silver Surfer).

Hop Into the Future

Battletoads is a monster! Sixteen-bit game systems making you nervous about the longevity of your humble NES? If NES carts to come can be this good and this much fun, you can hold off on that upgrade a while longer.

Battletoads by Tradewest (Price Not Available - Available June '91, 2 megs).



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Video Games & Computer Entertainment[®]

U.S.A. \$3.50
Canada \$3.95
U.K. £2.50

May 1991

HERE COME THE...

BATTLETOADS

MAPS AND TIPS:

Sega's
Castle of Illusion
Starring Mickey
Mouse, Part I



Konami's
Castlevania III
Part II



COMPUTER GAME PREVIEWS
FOR THE LONG, HOT
SUMMER

FEATURING...



Fearsome Fighting
Frogs...



Terrifically Tantalizing
Toads...



and Precious
Princesses
in Peril!



VIDEO GAME REVIEWS

Battletoads

TRADEWEST
For the Nintendo Entertainment
System (\$49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

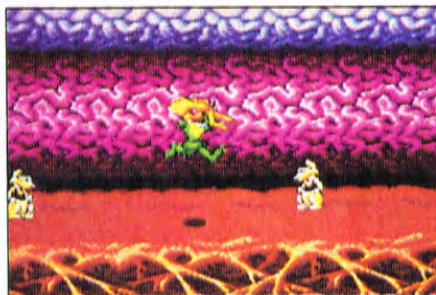
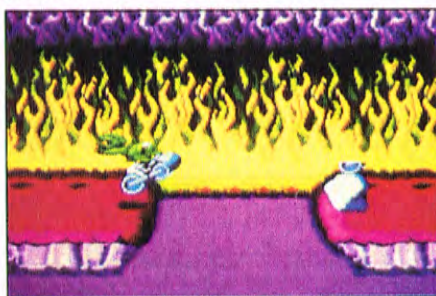
Are you one of the growing numbers of VIDEOGAMES & COMPUTER ENTERTAINMENT readers who have sold their NES consoles in order to help finance the purchase of a Genesis, TurboGrafx-16 or even (gasp) a Neo-Geo? Are you proud of the fact that you gave up Mario in favor of Keith Courage or Michael Jackson? Well, I hope you're enjoying that shiny new 16-bitter, because when you get a look at *Battletoads*, you might regret it.

It's pretty obvious that the 'toads are a *Teenage Mutant Ninja Turtles* spoof, right down to their skin color, but these guys don't mess around with any fancy ninja weaponry; their hands and feet are just as effective as a "sai" or a "bo" (or a battering ram, or an anvil—I'll explain later). Their leader is not a soft-spoken rodent, like the Turtles follow; the toads' efforts are coordinated by a tough-talking old buzzard known as Professor T. Bird. Lastly, where the heroes-in-a-half-shell have assumed the monikers of Renaissance painters, each of the three Battletoads is named after a skin condition: Pimple, Zitz and Rash.

As explained in the game's introductory sequence, Pimple and Princess Angelica have been captured by the incredibly evil (and incredibly curvaceous) Dark Queen. Your job is to rescue your fellow Battletoad and "the best-looking girl this side of the Mazallion Star Cluster." But in order to do this, you have to get past the scuzzy varmints who make up the Queen's alien army: thePsyko-Pigs, the Saturn Toadtraps and bigger beasts like Robo-Manus and Big Blag.

There's a two-player cooperative mode that proves to be more humorous than helpful; you'll spend a lot of time apologizing to your partner for inadvertently clob-

Tradewest's *Battletoads* has it all: charismatic characters, gorgeous graphics, innovative play options, a perfectly balanced difficulty level and an inane sense of humor.



bering him or her with a "toad chop" or a "three-finger jab."

These specialty moves are one of the main reasons why *Battletoads* is so much fun. At different points in the game, the controller buttons are automatically reconfigured to set you up with different methods of attack. In other words, the button that allows you to deliver a "jawbuster" to the tall walker in Area 1 is the same button that administers a "big bad boot" to the giblets in Area 3. There's no need to memorize a whole menu of complicated control-pad functions—just press "B" and watch your enemies fly!

The animation that depicts each of these actions is absolutely hilarious; during the "anvil slam," for example, your toad's fist actually takes the shape of a giant anvil. And when you use the "full metal earmuffs" attack, his hands transform into a huge pair of cymbals that crash together—with your opponent's head between them.

The whole game is loaded with stunning features; some, like the multiplane scrolling effects, are rarely seen on the NES. Others are completely new to this type of game. The Area 1 boss is a perfect example of the uniqueness that *Battletoads* seems to take for granted. When you reach the end of that level, your toad's eyes bulge out in terror as he sees the boss character, and his jaw literally drops to the ground; yet another clever bit of cartoonish animation. But as a giant leg steps into the screen from the right, the screen's perspective changes to a first-person view from the eyes of the boss, and you watch as your toad picks up boulders and flings them at you, the boss. Incredibly, the boss character is never shown on the screen.



**SPECIAL!!
JAPANESE
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PREVIEW**

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NUMBER 20

1991 SPRING PREVIEW

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03

BATTLETOADS

1991

WINTER CONSUMER ELECTRONICS SHOW

WCES - AN OVERVIEW..

The Winter Consumer Electronics Show was a mixture of good and bad news. The good news first. Nintendo was demonstrating the Super Famicom on the show floor; Sega officially unveiled their not so secret color Portable Game Gear and SNK had their Neo-Geo with a whole new batch of great software.

The bad news includes: the number of Nintendo licensees continues to rise; most of the games shown were me-too copies of existing, older overworked themes; and Sega continued to keep all of us in suspense with their not-so secret CD-ROM and TERA computer.

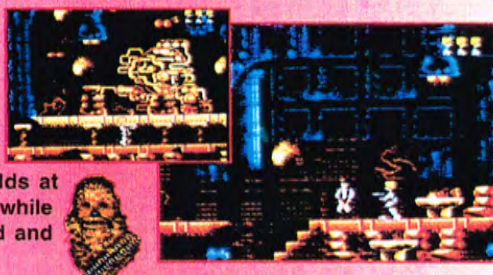
On the brighter side though, some of the products were truly exceptional. Sega had the best game at the CES with their Sonic the Hedgehog. Tradewest had a highly innovative Battletoads; NEC will have a winner with Bonk's Revenge; and Atari, with their new \$99 price for Lynx, is going after the \$89 black and white GameBoy.

In other news, a couple of the big Nintendo licensees went public by announcing that they will be producing both Nintendo and Sega softs. Data East will do Midnight Resistance and a couple other games for the Genesis, and Taito will come out swinging with the spectacular 8 meg Sagaia (better known as Darius 2) and two other titles. Capcom and Konami were mum about any Genesis plans. They on the other hand, would rather talk about the new Super Nintendo projects that are in the works.

As with every show, we came back with photos. Lots of pix. Over 1500 in fact! Why? Because you tell us that you want to SEE the games rather than read about them in a long boring list. So here it is, the best of the show!

STAR WARS JVC/Lucasfilm

Realistic and non-linear game play follows the movie adventure faithfully allowing players to travel throughout the many worlds at will! Rescue Leia and Solo while experiencing 3-D overhead and sideview perspectives.



BATTLETOADS Tradewest

The fierce fighting froggers are here. Pimple, Zitz and Rash are stronger than the acne medicine and quicker than turtle soup. These hot new characters get mad, then get even! Play through 12 dazzling rounds of fighting fun.



S.C.A.T. Natsume

The Special Cybernetic Attack Team is on the job to save the human race from extinction. One or two player simultaneous action against an alien force led by the Supreme Commander Vile Malmort. Fast and furious non-stop game play!



SUPER BOWL Tecmo

Kick off for more exciting gridiron action with the super sequel to the favorite football classic - Tecmo Bowl! Real players and real teams combine with other new refinements for hard hitting action that set new standards in NES football!



FACT-FILE

Manufacturer: Tradewest
Machine: NES
Cartridge Size: 2 Meg
Special Chip: MMC3
Number of Levels: 12
Theme: Action
Difficulty: Hard
Number of Players: 1 or 2
Available: Now



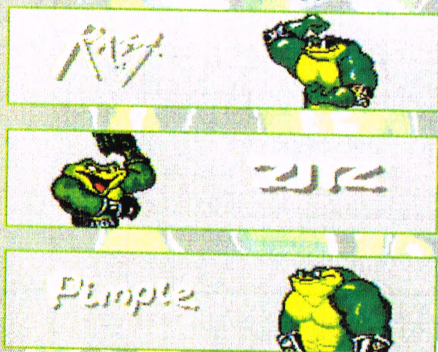
FUNKY KEEN FROG MACHINES!!!

Time to toss your shells aside and get ready for some toadally awesome fighting action. Princess Angelica and Pimple were out cruising and were kidnapped by the evil Dark Queen. Now it's up to Zitz and Rash to rescue the princess and their captured comrade. You're no ordinary amphibian though, you're radder than a reptile and nastier than a ninja when there's a battle to be fought. You have over 20 different moves at your disposal as well as turning the tables on the bad guys by using their arms and legs, lost in battle, as even more powerful weapons.



Check the map then descend on the Turbocables to 12 levels of incredible action below.

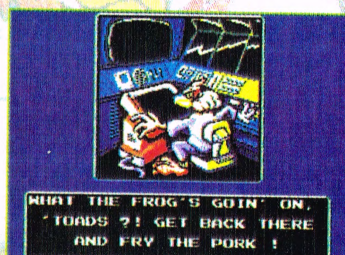
THREE AWESOME AMPHIBIANS!



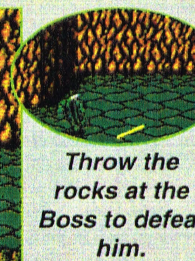
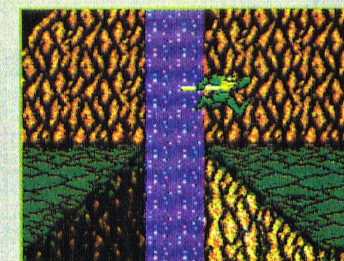
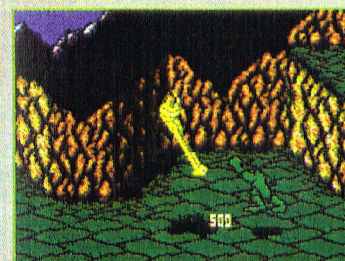
TOADALLY AWESOME MOVES!!!



COOL CINEMA DISPLAYS

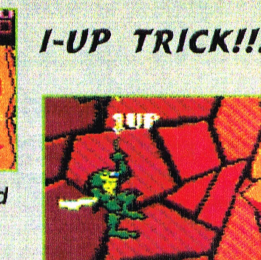
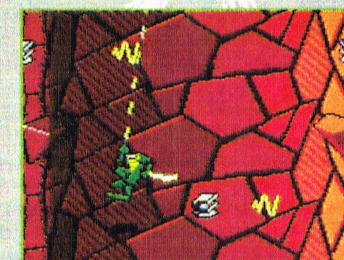


LEVEL ONE: RAGNAROK'S CANYON



Throw the rocks at the Boss to defeat him.

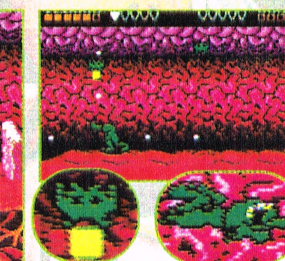
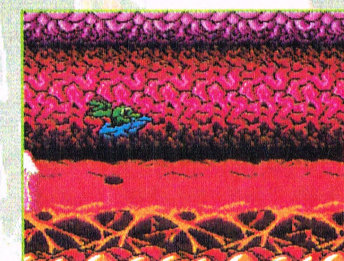
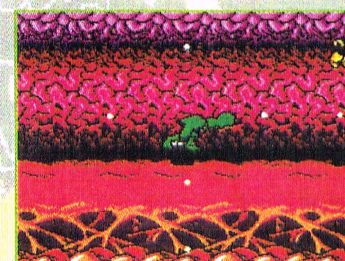
LEVEL TWO: WOOKIE HOLE



Keep hitting the bird and the points will multiply for a 1-up!

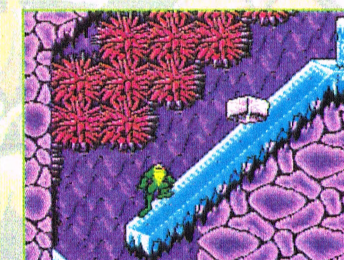
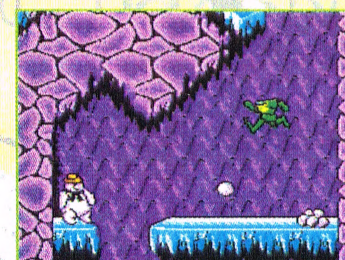
1-UP TRICK!!!

LEVEL THREE: TURBO TUNNEL

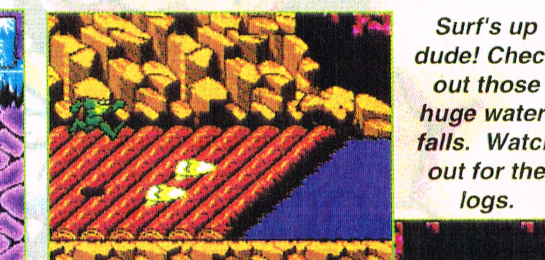


Halfway through the round these little invaders will try to steal your health. Punch them and they will drop the life square, but you must catch it to return it to your meter.

LEVEL FOUR: ARCTIC TUNNEL

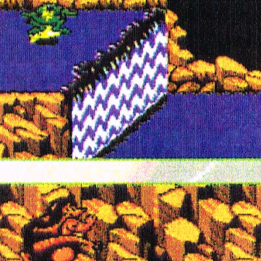
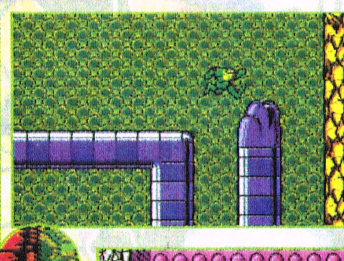
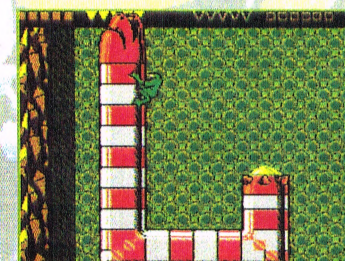


LEVEL FIVE: SURF CITY



Surf's up dude! Check out those huge waterfalls. Watch out for the logs.

LEVEL SIX: KARNATH'S LAIR



Ride the huge snakes to get to the top of this area. Be careful as the later levels have fatal spikes below.

Grab this guy's leg and beat the boss!

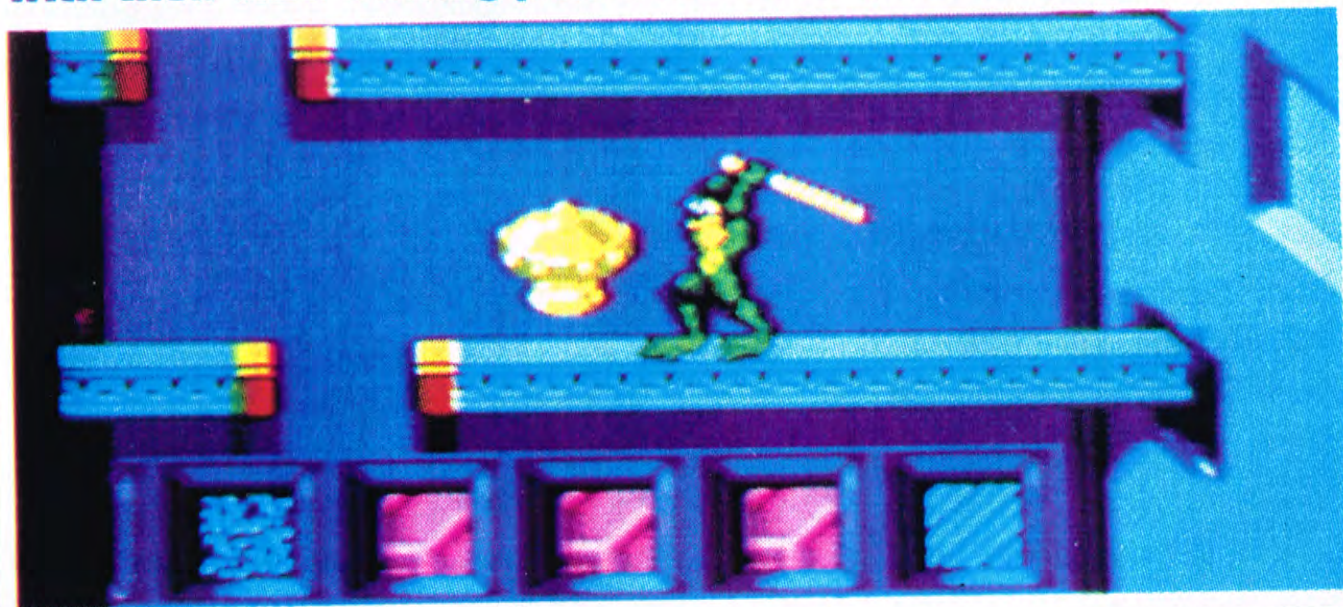
The toads are coming

By far the best thing at last week's European Computer Trade Show had to be *Battletoads*, a new NES game that looks set to topple the Turtles as the new cult gaming figure of the '90s. Designed by Rare – the boys who used to be Ultimate – *Battletoads* is a one to three player arcade extravaganza.

It sees the three cosmic amphibians Pimple, Zitz and Rash kicking and punching their way through twelve alien worlds using a multitude of weapons and doing battle with hulking great end-of-level robots.

First previewed at last year's Consumer Electronic Show in Las Vegas and over here for the first time, *Battletoads* has been sending jaws dropping wherever it's seen – it's to be released in America in June and should appear over here later in the year, probably through The Sales Curve, which has just managed to get its Nintendo publishing licence.

As an added boon, computer versions already look to be a certainty, so both 8 and 16-bit owners should be battling with their NES-owning pals before the year is out.



Nintendo - Tradewest **Battletoads**

Type: Action Release: June
Levels: 12 Difficulty: Ave.



Step aside turtles as here come the toads. Rescue Princess Angelica and your best buddy Pimple who have been kidnapped by the Dark Queen. It's 12 levels of fighting through endless canyons, dark holes and terrifying tunnels loaded with ice and fire before you get to the Tower of Shadows where the ultimate battle awaits you. Take a friend along as this is also a two player cooperative game.

This is without a doubt one of the best video games I've played on any system in recent memory! Battletoads combines a great story line with superb graphics, adequate sound and smashing game play! It's sort of an extended Double Dragon with personality! A winner all the way!

Unbelievable! Toads has my vote for the best Nintendo game so far this year! Everything is done perfectly - it is long, challenging and most importantly - fun. As a two player game, it is hilarious! The animations and sound effects are also well done. Better than a 9 but not quite a 10.

Awesome! Awesome! Awesome! Amazing graphics and animation will blow you away! Best of all the game is extremely fun to play, a quality that's hard to find on any system. With new concepts and techniques on each level, the Toads almost got a 10.

Excellent! Radical! Most Triumphant!! If Battletoads doesn't make you laugh at the hysterical animations, or fry your brain cells with utter amazement, you are reading the wrong mag! The amount of work that went into this game is phenomenal! This'll make up for Double Dragon.

NINTENDO POWER

VOLUME 25

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BATTLE TOADS

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Hunt For
Red October



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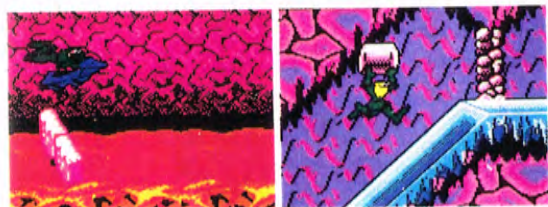
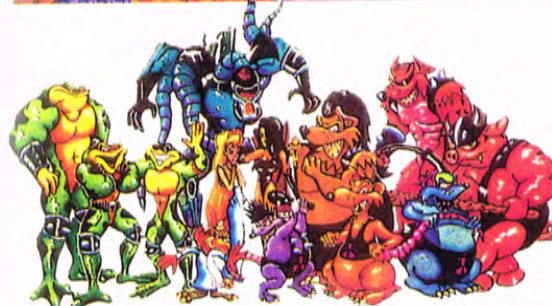
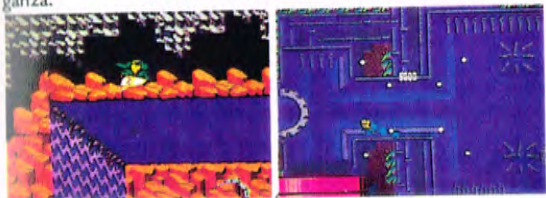
NINTENDO POWER™

VOLUME 25 JUNE 1991

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Finally—see what all the excitement's about! Meet the madcaps behind the mania as the 'toads leap into a huge 36-page extravaganza.



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BATTLETOADS™



This is it! We've been psyched about the Battletoads since we first heard about them! Now that Rare and Tradewest are ready to cut loose with Battletoads, only Nintendo Power will give you complete maps and Toad tactics to take you to the Dark Queen's Tower and beyond!

The Story Thus Far...

Aboard the SS Vulture, the Battletoads and Professor T. Bird are halfway through the four light-year voyage to take the Terran Princess, Angelica, back to her home planet. To break the monotony of the long journey, Angelica and Pimple take a joyride in the Toadster. But before they know what hit them, the Dark Queen's

flagship Gargantua swallows them up, Toadster and all, and whisks them off to Ragnarok's World. Where does that leave the rest of the Battletoads crew? Hop-ping mad! With the trail still warm, the SS Vulture tracks the Gargantua to Ragnarok's World and the remaining two Battletoads, Zitz and Rash, storm the surface. Their mission—pound some pork, rescue their pals, and punish the Dark Queen!

GAME PAK · DATA BOX

BATTLETOADS

TRADEWEST

MEMORY 2M

POWER METER

Graphics & Sound	4.3
Play Control	4.1
Challenge & Excitement	3.9
Theme & Fun	4.6

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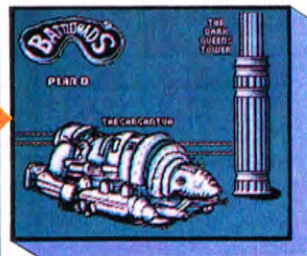
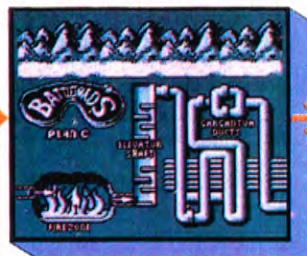
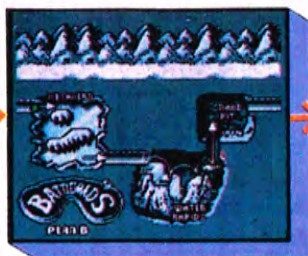
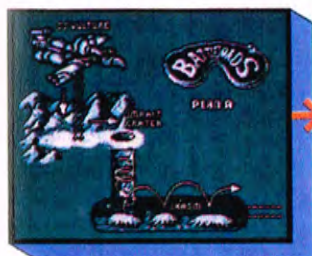


Here's The Waydigo!

From the surface of Ragnarok's World, to the Dark Queen's Tower, the 'Toads have a "toadally" rad

adventure ahead of them. You'll have to conquer a total of 12 Toad torturing levels to reach the Dark Queen and rescue Angelica and

Pimple. Each world is different from the one before it, and presents new challenges and moves to master.



Mad, Bad And Crazy!

With all the super moves the Toads have, the bad guys don't stand a chance. The Big Bad Boot and Kiss My Fist moves will enable the Toads to mulch, mince, mutilate, man-handle and maim the Dark Queen's monstrous menagerie (and that's just for starters). In most cases, executing a special

attack is automatic after three or four punches by repeatedly pressing the B Button. In later stages, special moves are standard fare. The special moves are well animated and add to the Battletoads' character, plus you get more points for defeating enemies when using them.



TWO TOAD MODE

"Rash is the name, pumping iron is my game. My muscles make everything happen, whether we're battling baddies or leaping bottomless pits."



"I'm Zitz, Toad tactician. Leave it to me to plan a toadally terrific attack!"



Battletoads' two-player simultaneous mode compounds the challenge of the game. For one thing, the players can interact with each other, which can be detrimental to your progress (even if it is fun sometimes). You don't want to get too close to your buddy while you're in combat or you might accidentally clobber him! Acting as a team is essential when you're attempting jumps in the two-player mode. Both players must make their leaps at the same time, or one may be left behind or be unable to make the jump. The two Toads you can control, Rash or Zitz, have different personalities, but in terms of game play their abilities are identical.



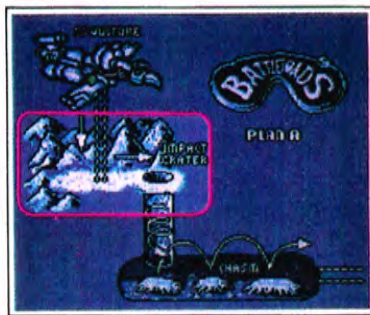
Ragnarok Canyon



"Let's get ready to hit the dirt and pound some pork!"



The barren surface of Ragnarok's World is patrolled by the Dark Queen's swine-troopers known as the Psycho Pigs. These basically brainless pushovers are easily pummeled into pork chops with a special punch or whack with a Walker's leg. Ragnarok's World is also inhabited by dangerous Dragons, which can provide an amusing and useful aerial ride if you manage to capture one.



SHADOW BOXING

You can judge the position of flying or floating objects by watching their shadows. This is especially useful when battling the Dragons.

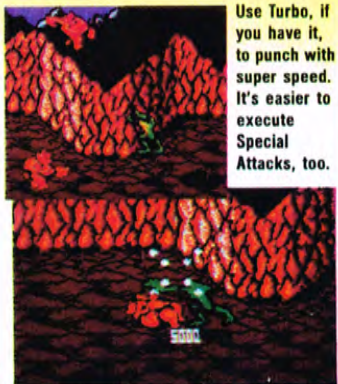


START



POUND SOME PORK

Hit 'em fast and hit 'em hard—that's the key to defeating all of the enemies you meet. The Scarlet Psycho Pigs fall after a single flurry of fisticuffs, whereas the Silver Psycho Pigs are a bit tougher.



Use Turbo, if you have it, to punch with super speed. It's easier to execute Special Attacks, too.

GET A LEG UP

Walkers materialize in a blip of sound and light. These stilt-legged machines are simple to demolish. Once you've trashed a Walker, you can use its leg as a weapon (cool!).



Knock out the Walker before it can kick you.

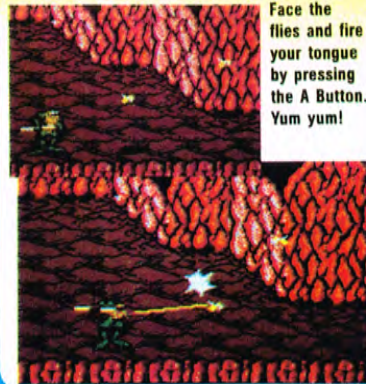
Stand next to the leg and press B to pick it up.



The Walker's leg is equal to a Special Attack in strength, but you don't get as many points for using it.

FLYING FROG FOOD!

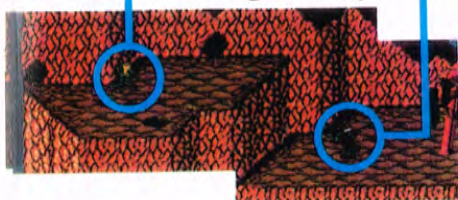
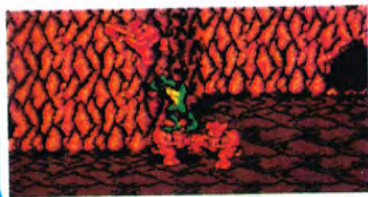
At set positions in the Toad's trek, swarms of flies will appear. To replenish your Toad's stamina, slurp down these treats using your long Toad tongue. These bugs don't stand a chance against the zapping Toad tongue action.



Face the flies and fire your tongue by pressing the A Button. Yum yum!

TAKE OUT THE TRASH!

During close combat, if you get right on top of an enemy, you can pick him up. Then toss him off a cliff. You can also pick up your partner and carry him—but watch where you drop him!



FREE FROG

Use the shadow to judge the position of the 1-Up before you jump for it. If you're still riding the Dragon, it's easy to capture the 1-Up.



If flies are on the screen, you can use your tongue to collect the 1-Up.

Cats may have nine lives, but Toads only get three; unless they happen to collect a 1-Up or two.



Up ahead is the Mother Of All Walkers, and it's not too happy about how you treated its youngsters.



SPECIAL TIP!

FLIGHT OF THE FROG!

When you run into a Dragon, hit it once to knock it out of the sky. Quickly leap over to the fallen Dragon and hop onto its back. You'll be able to ride this steed to the end of the level.



As you ride the Dragon, you can make it spit fire by pressing the B Button.

Press the A Button to make the Dragon perform a wing-assisted leap.



TRASH THE TALL WALKER!!!

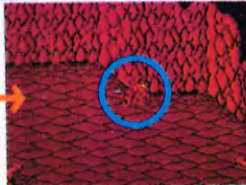
When you battle the Tall Walker, the action will switch to a "Walker Cam" viewpoint where you'll see what it's like to be on the receiving end of a Toad attack. You'll also notice the Walker's laser cannons are pointed right at you! You still control the Toads as before, but this machine will not "Kiss Your Fist." You'll have to find another way to defeat it...



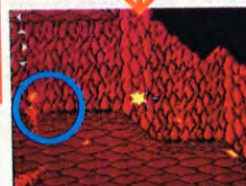
If you stay to the left or right of the screen, the Walker can't hit you.



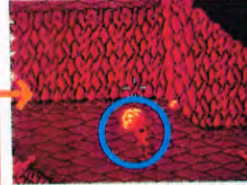
One of the Walker's shots will be a boulder.



Pick up the boulder and retreat temporarily to the side of the screen.



The Walker will fire again. As soon as it does, get in position...



If you timed your throw correctly, and hurl the stone right at it...



The Walker's view screen will crack. Hit it three times to score!



Impact Crater



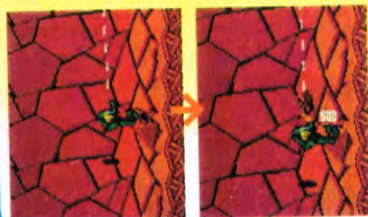
"Hope you like uninvited visitors, Dark Queen, 'cause the Battletoads are droppin' in—with a vengeance!"

The Impact Crater plunges into Ragnarok's World to a depth of two miles. The Toads' descent will be plagued by the Dark Queen's Birds of Prey, Saturn Toad Traps and Retro-Blasters. Watch where you swing; it's easy to smash your pal.



STOMP 'EM FLAT

To defeat the Birds Of Prey and the Toad Traps, get close and wail away. Act fast or the enemies might attack you before you have a chance to get them.



START



WRECKING BALL

Stay near the side of the tunnel until your line is straight up, and you can execute a Wrecking Ball Attack (press B to cut loose).



DONT SHOO, FLIES!

Swoop down and eat the flies to replenish your Toad's energy.



RAVENS—NEVERMORE!

The Ravens can sever your life-line with their razor sharp beaks, so defeat them quickly. Once you've reduced them to pillow stuffing, capture their beaks to use as a weapon.

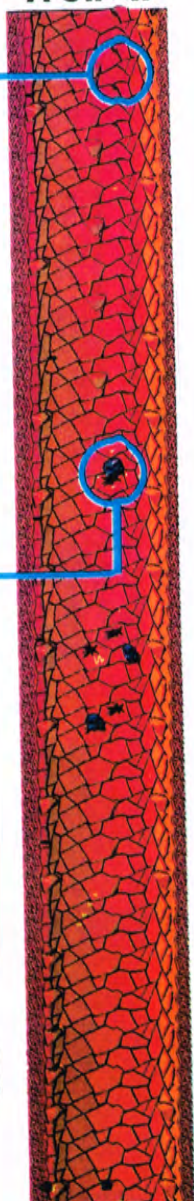


RETRO BLASTER ATTACKERS

As you approach the Retro Blasters' ambush points, be ready to execute a Wrecking Ball Attack. A properly performed Wrecking Ball will wipe out a Retro Blaster with a single hit.



A START



CONTINUE TO A

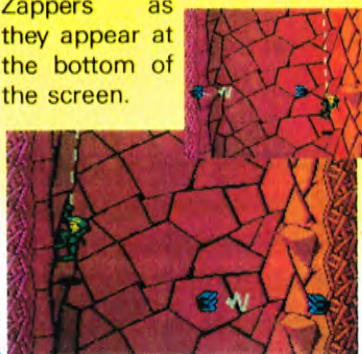


CONTINUE TO B

B START

ELECTRO-ZAPPER OBSTACLE COURSE

Weave between the Electro-Zappers before they close off the tunnel. You'll have to move fast, but don't rush into the Zappers as they appear at the bottom of the screen.



THE BIRDS

Don't get bogged down by this flurry of feathered foes. Answer them with a barrage of Battletoad punches.



THREE FLIES

If your energy's not full, be sure to eat the flies here. A Silver Retro Blaster waits ahead!

SILVER RETRO BLASTER

Use a Wrecking Ball Attack to eliminate the Silver Retro Blaster quickly. It takes a lot to defeat it with regular punches.

CONTINUE
TO C

C START

RIGHT ON THE NOSE

If you don't use a Wrecking Ball attack to wipe out the Toad Traps, you can hit them in the nose for 500 points a pop.



FINAL ELECTRO-ZAPPERS

After you pass the first Electro-Zapper, get in the center of the tunnel and press Down. The other Electro-Zappers will pass harmlessly overhead.



TO
THE TURBO
TUNNEL





Turbo Tunnel



"Hurry up
Rescue
Racers!
We're
wailin'!"

Get ready for the wildest ride in your Toad's life—through the torturous Turbo Tunnel! You'll have to ride your Speed Bike through a twisting tunnel of treacherous columns that will become your tombstone if you don't avoid them!

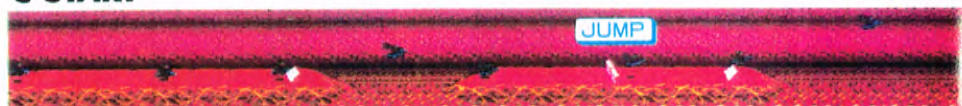


The action happens fast and furious in the Turbo Tunnel. Let your reflexes take over as you guide your Speed Bike through the obstacles. It helps to memorize the pattern, and the directions are called out on the maps. It's a long tunnel and you'll probably have to tackle it many times before you master it. Timing is everything!

A START



C START



D START



D-1



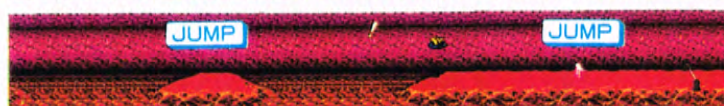
E START



E-1



E-2



F START



E GOAL

F-1





1. RAT PUNTS

Pound the Rats into the ground, then punt them into orbit. Warning: Don't kick them when you're near the edge of an island.

2. THE INVADERS

The Invaders steal blocks from your Life Meter if you let them get away with it. Knock them out and catch the blocks as they fall.

3. SCARF ON FLIES

Capture the flies to regain any energy you may have lost during the Invaders' attack.

4. LEAP CAREFULLY

Time your leaps carefully when you're in the two-player mode. Get a running start by tapping the directional arrow twice, then leap!

5. RIDE THE SPEED BIKES

As soon as you hop on one of these Super Speed Bikes, get ready for the ride of your life!

HIT THE JUMPS

Don't press the A Button when you hit a launch ramp, just let your momentum take you airborne!



TO
B-1

TO
C



B GOAL

TO C-1

TO D

C GOAL

TO
D-1

TO E

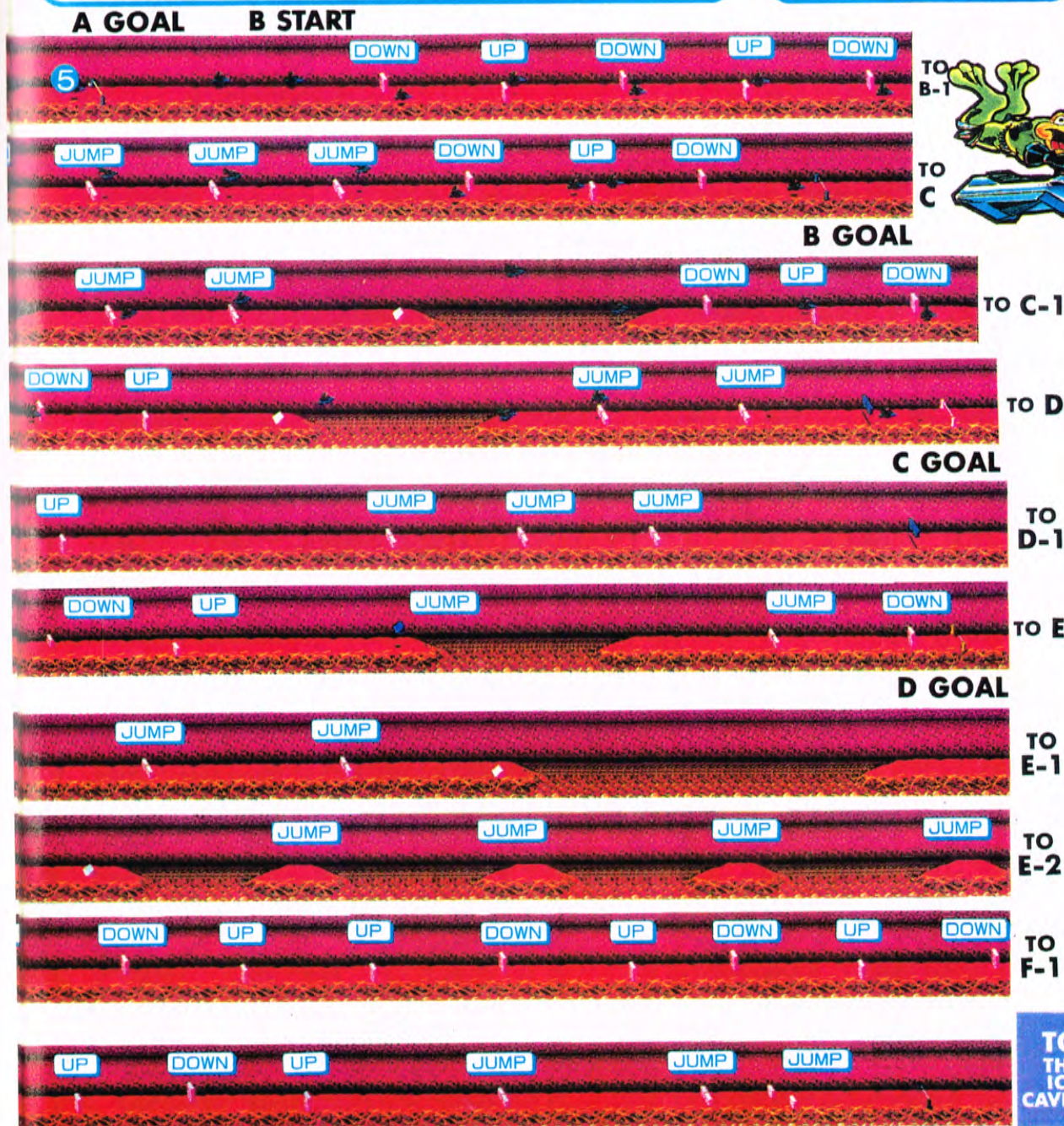
D GOAL

TO
E-1

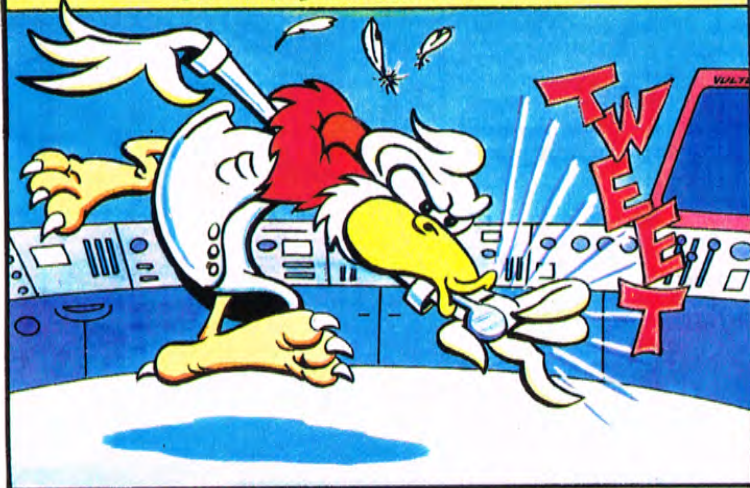
TO
E-2

TO
F-1

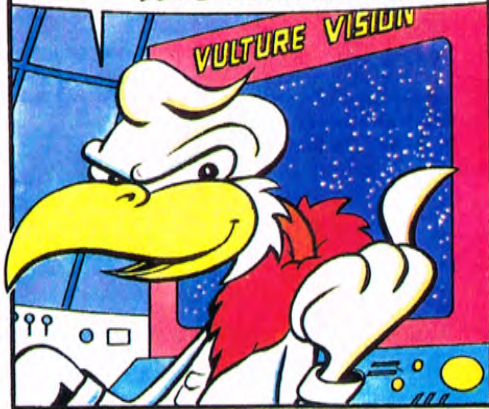
TO
THE
ICE
CAVERN



WE INTERRUPT THIS GAME FOR A "TIME-OUT" WITH PROFESSOR T. BIRD, THE WORLD'S FORMOST AUTHORITY ON THE BATTLETOADS...

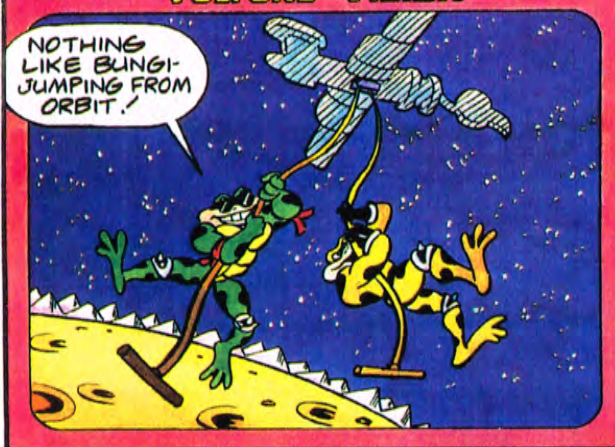


HOPE YOU'RE ENJOYING THE SHOW! AS I PREDICTED, PLAN A WENT WITHOUT A HITCH. THE 'TOADS MOVED SO FAST, THOUGH, YOU MAY HAVE MISSED SOMETHING. THROUGH THE MAGIC OF THE VULTURE VISION, LET'S RECAP...

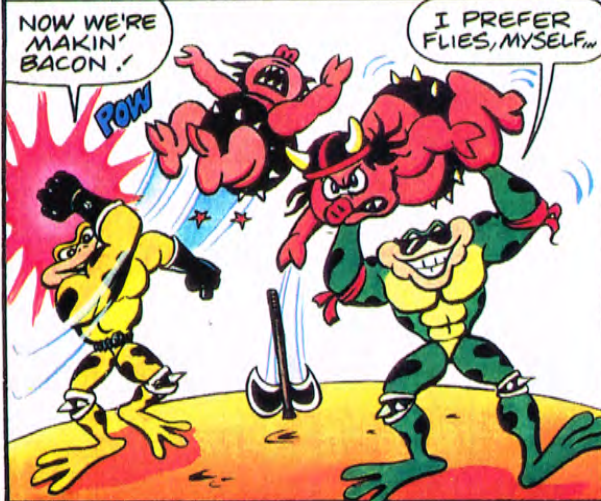


"THE BRAVE BATTLETOADS BEGAN THEIR RESCUE OF ANGELICA AND PIMPLE BY RIDING THE HYDRO-CABLES DOWN TO RAGNAROK'S WORLD..."

VULTURE VISION

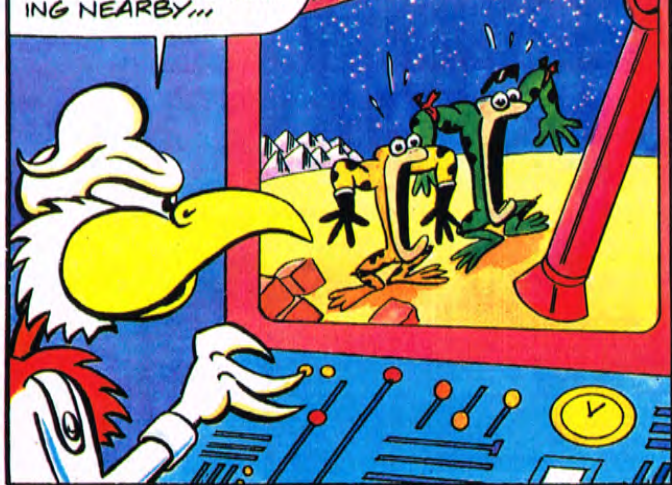


"...WHERE THEY PROCEEDED TO POUND SEVERAL PAIRS OF PSYKO-PIGS INTO PORK CHOPS..."

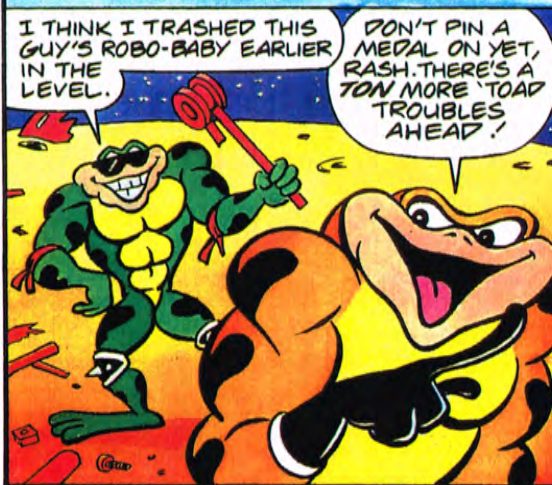


I WARNED THEM TO EXPECT HEAVY METAL BECAUSE A TALL WALKER WAS WAITING NEARBY...

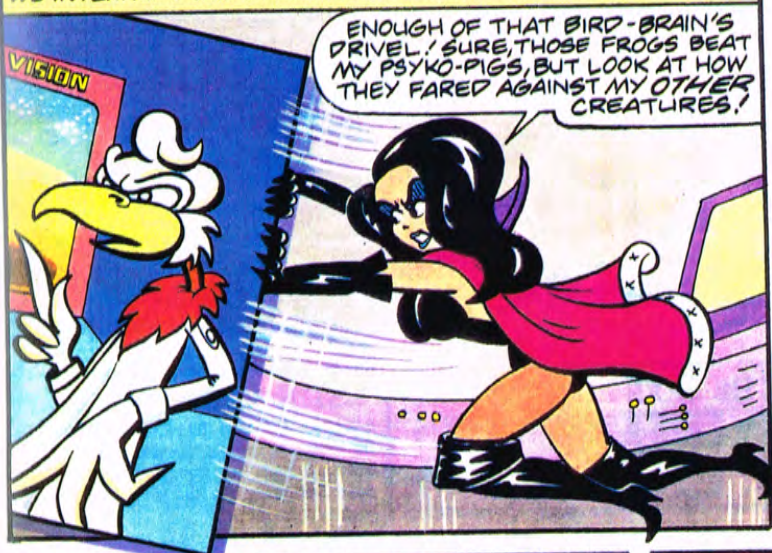
VULTURE VISION



"THE TOADS WON THAT BATTLE, BUT THEY WERE COMING TO THE IMPACT CRATER! THAT THING WAS A MILE DEEP AND FULL OF BOOBY TRAPS!"



WE INTERRUPT THIS INTERMISSION WITH A DIFFERENT INTERLUDE!



ENOUGH OF THAT BIRD-BRAIN'S DRIVE! SURE, THOSE FROGS BEAT MY PSYKO-PIGS, BUT LOOK AT HOW THEY FARED AGAINST MY OTHER CREATURES!

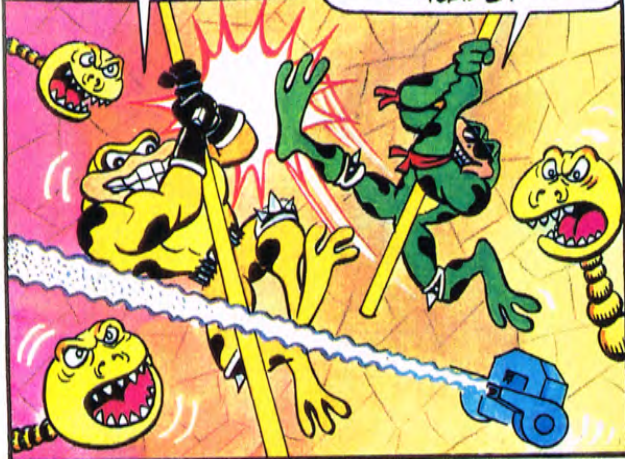
THE POND PATROL SHOULD HAVE LOOKED BEFORE IT LEAPED INTO THE CRATOR. IT WAS FULL OF SATURN TOADTRAPS AND RETROBLASTERS! HA, HA, HA.



"THOSE TWO SHOULD'VE BEEN CALLED BUMBLETOADS!"

WATCH WHERE YOU'RE SWINGING, BATTLEKLUTZ!

SORRY, ZITZ--JUST TRYIN' TO KEEP YOU ON YOUR 'TOADS.'



"AND, THOUGH THEY REACHED THE BOTTOM OF THE PIT, NEXT CAME THE TURBO TUNNEL....!"

THE PROFESSOR SAID WE GOTTA BE LIKE GREEN LIGHTNING TO MAKE IT THROUGH THIS TUNNEL.

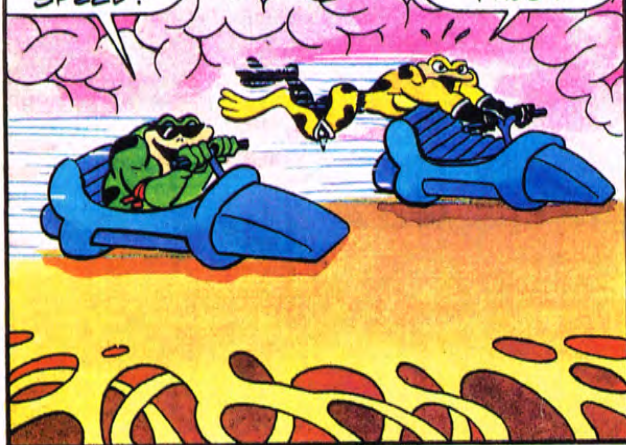
AFTER BEING ZAPPED BY THOSE RETRO-BLASTERS, I FEEL ELECTRIFIED!



"TOO BAD THOSE THINGS DIDN'T COME WITH TRAINING WHEELS, YOU WARTY WEAKLINGS!"

I FEEL THE NEED FOR SPEED!

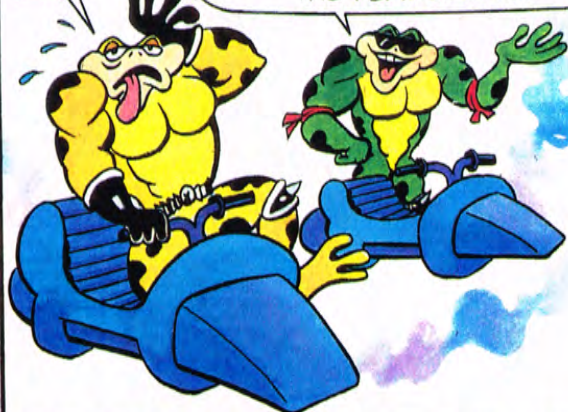
DON'T START PLAYING LEAP-FROG!



"HAH! THINK I'VE BEEN COLD-BLOODED SO FAR? IT GETS WORSE IN MY ARCTIC CAVERNS!"

SOME RIDE!

NAH! THAT'S NOTHING COMPARED TO CRUISIN' WITH PIMPLE IN THE TOADSTER...



WE NOW RETURN YOU TO YOUR REGULARLY SCHEDULED VIDEO GAME REVIEW...



Ice Cavern

"Get ready for the fastest game on ice, next to Battletoads broomball, that is..."



If you think the toughest part of the Toads' quest is over, think again. The Turbo Tunnel may have made you break out into a cold sweat, but the Ice Cavern will chill you to the bones.

BRAIN OF A SNOWFLAKE

Once you've made it to the top, you're safe if you stay behind the Snowman. Smash him twice and use the resulting snowballs to demolish the next wall.



BUST THE BARRIERS

Punch the Ice Block to stop it, then pick it up and carry it to the Ice Wall ahead. Toss the block to break down the wall.



LISTEN BEFORE YOU LEAP

Before you jump into the pit, listen carefully for the "swish-swish-swish" of the Snowman below. After you hear three swishes, jump down. Duck under the first two snowballs, then jump over the third.



FROZEN FALLS

Don't dash up these inclined platforms. Take your time and wait until a snowball comes barreling down towards you, then leap to the next platform.



COMING THROUGH!

Jump over the Ice Block as it slides towards you and then follow it down. Once you reach the lower level, pick up the Block and use it.



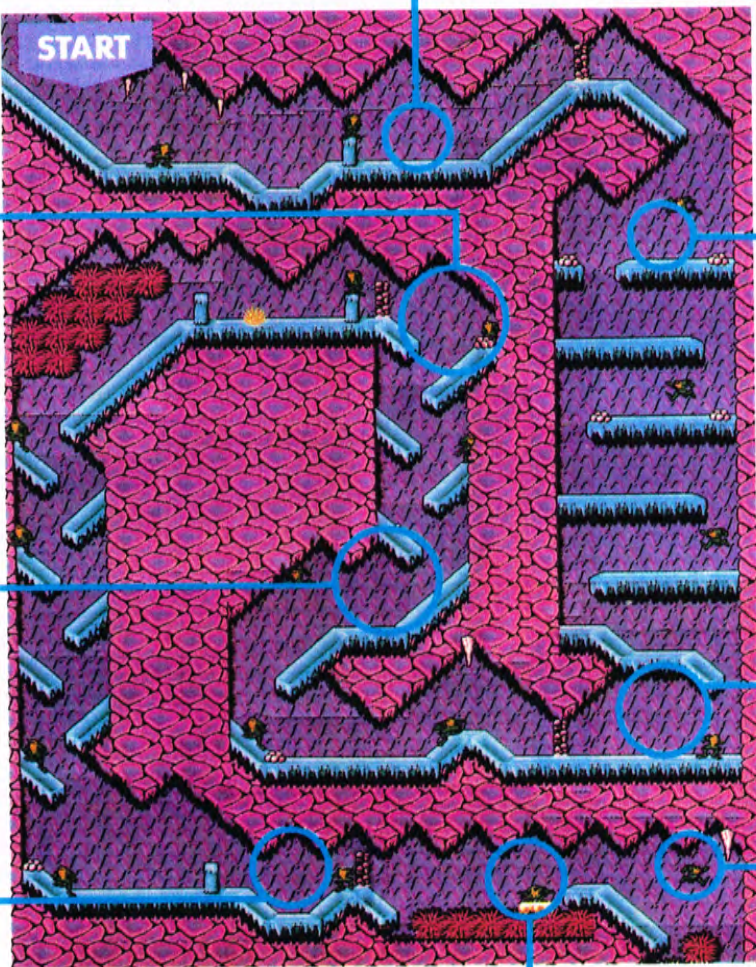
DUCK AND COVER

Run past this Snowman until you get to the dip in the trail. Let his snowballs destroy the barrier, then continue.



LOOK OUT BELOW!

Make a small leap into the pit and then veer left. Time it so you don't hit the spikes on the left and you aren't impaled by the falling icicle.



LOW CLEARANCE

As soon as you leap onto the platform, duck to avoid being knocked off.



TO A



BATTLEBOARDS

COLD WAR



Another unseen Snowman will pin you down with his snowballs. Duck under the first snowball and hop onto the short wall to avoid the second.

WAIT YOUR TURN

Duck behind the walls until three snowballs sail over your head, then advance. Repeat until you reach him.



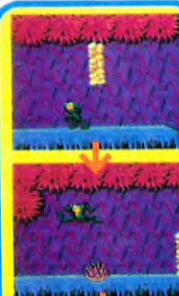
FANCY FOOTWORK

Duck under the first stalactite, and as soon as you jump onto the upper moving platform, jump for the 1-Up.



SUPER SLIDE!

Wait until the very last second to jump over this pit.



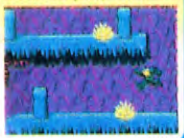
WEB-FOOTED WORKOUT

To master this area, go under the first wall and wait for the Hedgehog. Jump over it and run left. As you wait for the left wall to rise, jump over the enemy to avoid it. As soon as the wall is up, move fast or you'll get squashed when it comes down!



HEDGE-HOPS

Nimble leaping is necessary to make it through the Hedgehogs ahead. Jump over them, run fast and jump again!



CLEAR THE WAY

Toss an Ice Block against the barrier and stay on top of the short wall until the barrier is broken.



RIDE THE WILD ROCK

Stay on the platform as it plummets. The longer you fall before jumping, the more points you get.



TO THE WATER RAPIDS

HOT DOGGIN'

Wait until the last possible second and score 10,000 bonus points!



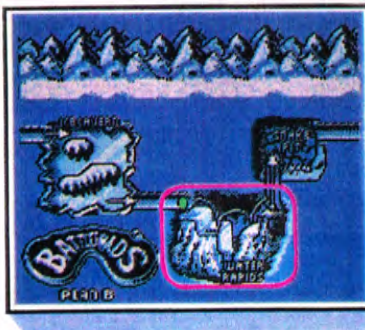


Surf City

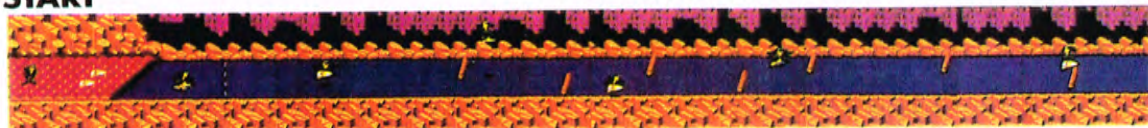


"Get ready to hang tough Toad, 'cause there's a wet and wild world ahead!"

If you liked the Speed Bikes, you'll love the Space Boards ride in this level. The Boards skip along the surface of the water, but have no real jumping ability. You'll have to watch out for logs, or your Toad will become a piece of jetsam.



A START



A
1



Soar off the middle of the waterfall at high speed to catch the 1-Up in the center of the rapids.



B START



Although the speed of the scroll in this section makes it difficult, you should try to capture the 1-Up in the middle of the river.



These seas are swarming with mines! Although the obstacles bubble forth randomly, they aren't that difficult to avoid.



B
1

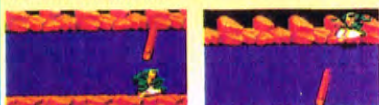


B
2



AVOID GETTING WATERLOGGED

A Weave back and forth between the first set of logs. When you reach the moving logs, try to stay at the river's edge and hold back until it's clear to advance.



The map shows the direction the obstacles are moving. Stay away from the logs by hanging back on the opposite bank.

B The Whirlpools look more menacing than the logs, but can be avoided in the same manner. Stay to the edge of the stream, away from the direction of the Whirlpool's movement.



INVADERS!

Hit as many of the Invaders as you can before they steal your Life Meter Boxes. You'll have to act fast to get all four Invaders.

WALKERS!

Surf City Walkers are taller than the ones on the surface, but still only take three hits to trash. Be sure to grab a leg to use as a weapon.

FLY FEAST

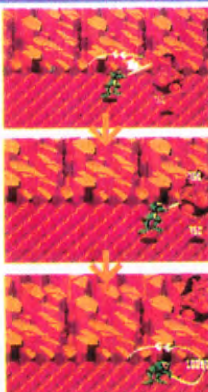
Edge forward until the flies come to you, then scarf them. Don't move too fast or Blag will spoil your feast.



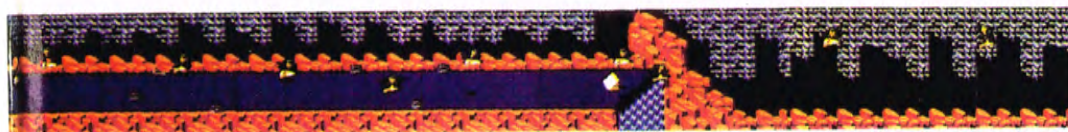
BIG BLAG,
THEN
ON TO B

BEAT BIG BLAG

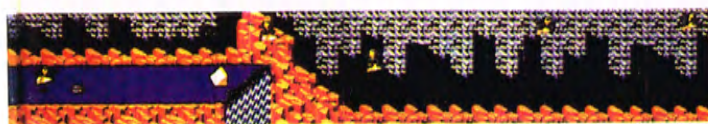
Big Blag is the king rat of the Dark Queen's rodent army, and he loves to smash things with his spiked tail. He also enjoys throwing his weight around, and will squash your Toad flat with a super blubber slam. When he jumps high, make yourself scarce!



To defeat Blag, try to get him against the side of the screen and pummel him mercilessly with a Walker's leg. He can take a lot of punishment!



TO
B2

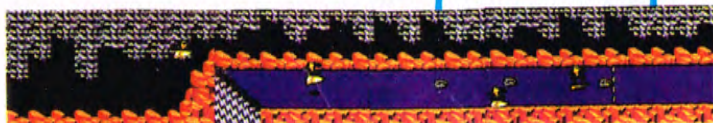


TO
B3

THE GOAL!

Avoid the last three Spiked Balls and you've made it to the end of the stage!

B
3



ON TO THE
SNAKE PIT!

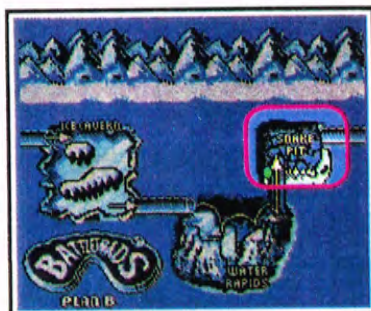


Snake Pit



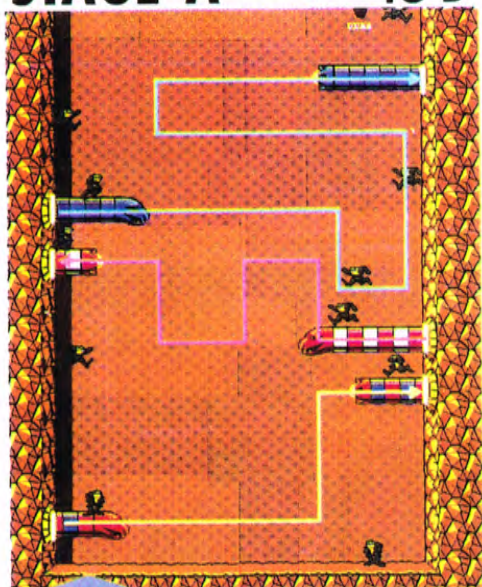
"They say snakes are a Toad's worst enemy...I say bring 'em on!"

The Karnath's Lair has to be one of the most difficult parts of the Toads' journey. You've got to shimmy up giant scaled serpents, known as Karnaths, as they slip and slide over a pit full of spikes, to make your way up to the exit doors.



STAGE A

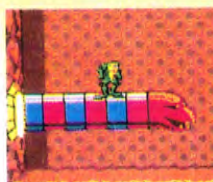
TO B



START

STAGE A

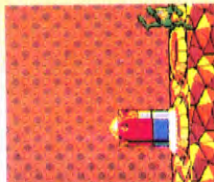
Since there's no time limit in the Battletoads mission, you can spend a bit of time in the first pit mastering snake handling. Jump on the first Karnath and try running around on its back. Climb up it when you can. Don't worry about falling, there's nothing here that can hurt you—yet!



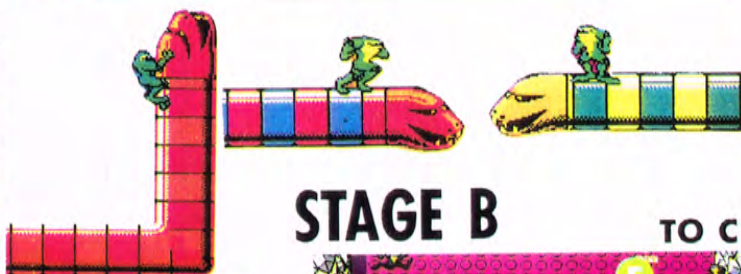
To get on a serpent, jump up and let it pass below you.



When a snake starts moving vertically, jump on and climb up.



When the viper you're riding slithers into a hole, leap onto another one.



STAGE B

TO C

STAGE B

POINT A

Hold your position here until the front end of your mount appears below, then jump onto the snake.



POINT C

As the snake moves from right to left, you'll have to jump quickly but cautiously over the 3 spiked balls.



POINT E

When the snake has circled under the spiked ball and starts going left, jump up onto it.



POINT B

From Point B, watch for spikes overhead when you jump left.



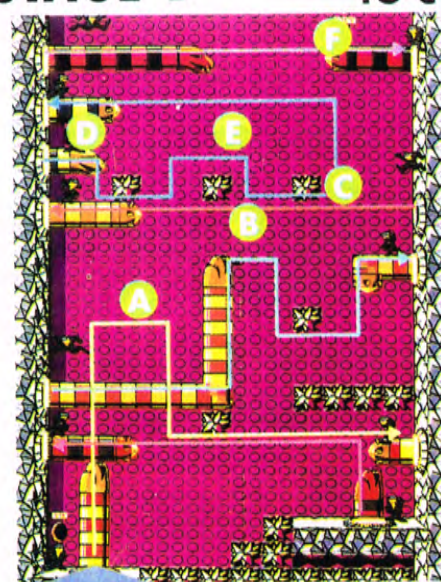
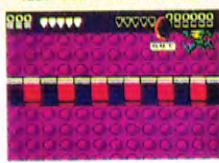
POINT D

Wait for the serpent's head to rise up from under the spiked ball, then jump over the obstacle.



POINT F

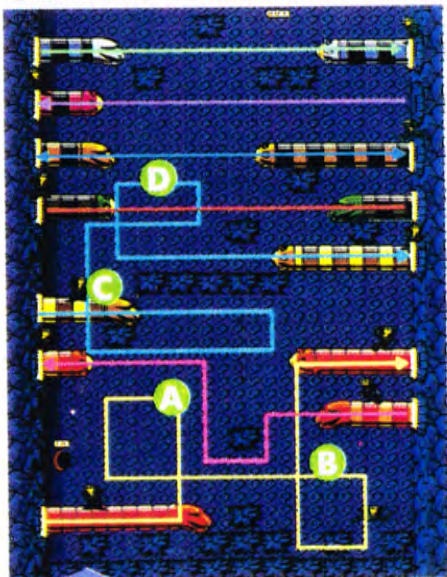
The final reptile races by fast. Don't miss the exit!



START

STAGE C

TO D

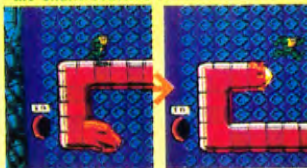


START

STAGE C

POINT A

Hold your position at Point A (right on the edge of the kink in the Karnath) and jump to Point B when the rest of the snake reaches it.



POINT B

Face left at Point B so you don't fall into the spikes. Then climb up when the serpent starts to move upwards.



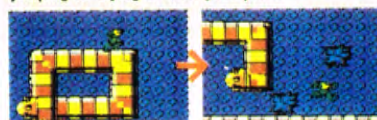
POINT C

Wait at Point C until the snake goes under the spikes to the right and comes back. Then shimmy up as the beast climbs.



POINT D

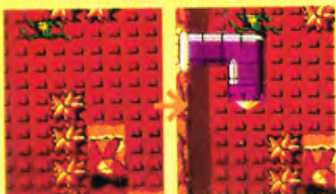
Hang out at Point D until you run out of snake—then you'll drop onto it below. Be sure to take the snake's movement into account when you're jumping or trying to hold your place.



STAGE D

POINT A

You'll have to hop to it to make it over the platforms in time to reach the first Karnath as it moves vertically against the left wall.



POINT D

From Point D, climb the serpent till you almost reach the spikes above. Jog in place until the tail comes near and veer right as you fall.



POINT B

Make a big jump here and hope you have enough hang time to catch the next reptile ride.



POINT E

Wait at Point E and jump at the last possible second so you clear the spiked ball below. Once you've passed it veer left. As soon as you land, get ready to jump over more spiked balls.



POINT C

Hang loose at Point C until the snake's tail comes close, then drop down.



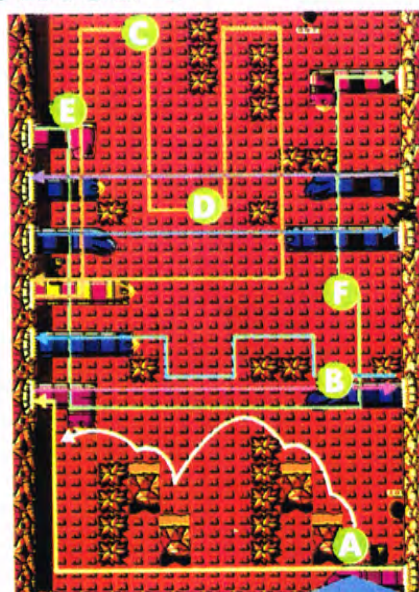
POINT F

You have to be ready to make the transition at Point F from the left side of the snake to the right side. You can only safely reach the exit from the right side.



TO
FIRE
ZONE

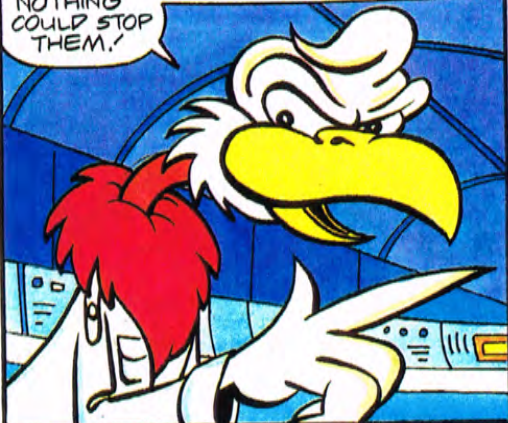
STAGE D



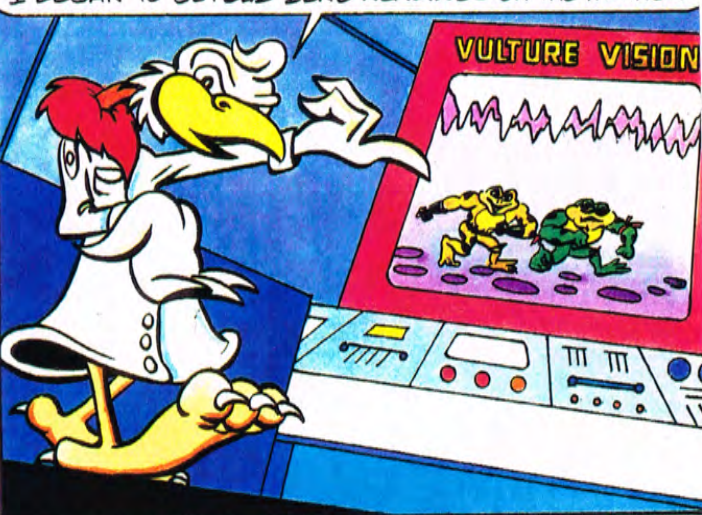
START

NOW, BACK TO PROFESSOR T. BIRD, FOR HIS PLAY-BY-PLAY COMMENTARY...

AHEM. AS I WAS SAYING... THE 'TOADS WERE ADVANCING STEADILY INTO THE DARK QUEEN'S TERRITORY.' IT SEEMED NOTHING COULD STOP THEM.



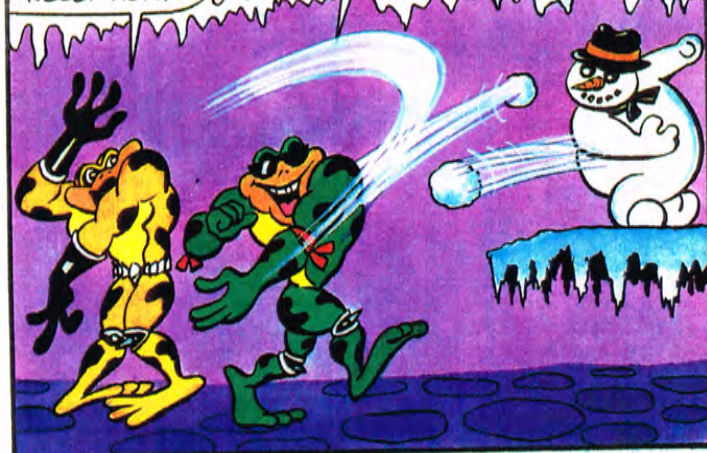
WHEN THE TOADS REACHED THE ARCTIC CAVERNS, HOWEVER, I BEGAN TO GET SUB-ZERO READINGS ON THE MONITOR.



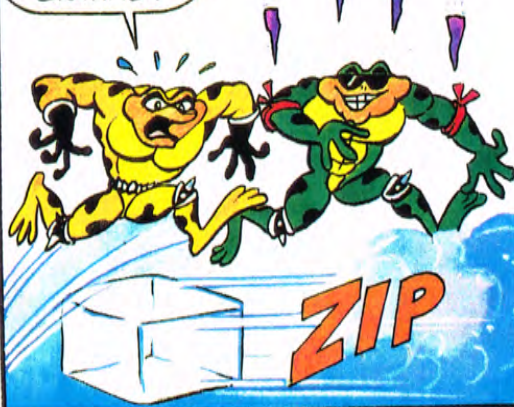
"LUCKILY, THE BATTLETOADS TOOK TO ICE LIKE FROGS TO WATER."

BRRR. THIS IS A FROSTY RECEPTION.

I'M HAVIN' A BALL, MYSELF!

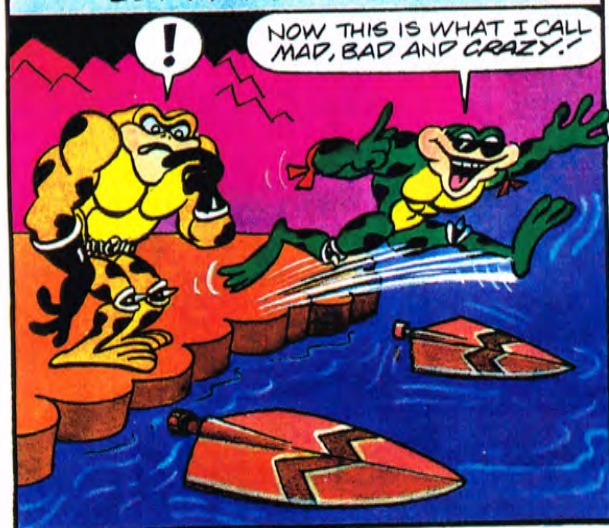


WHAT'S NEXT? FIGURE SKATING?



"THOSE TOADS MAY HAVE WANTED A THAW, BUT THEY GOT A FLOOD!"

NOW THIS IS WHAT I CALL MAD, BAD AND CRAZY.

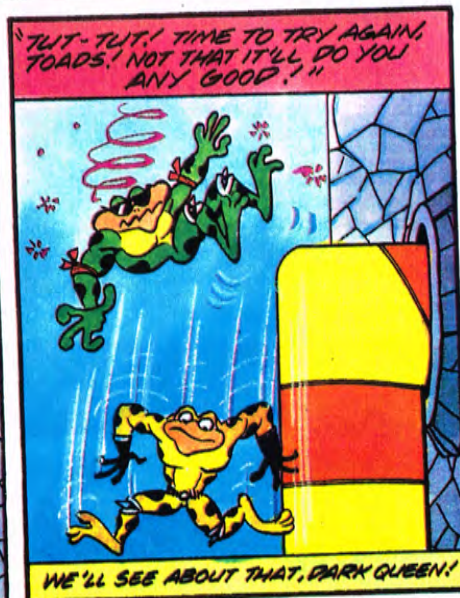
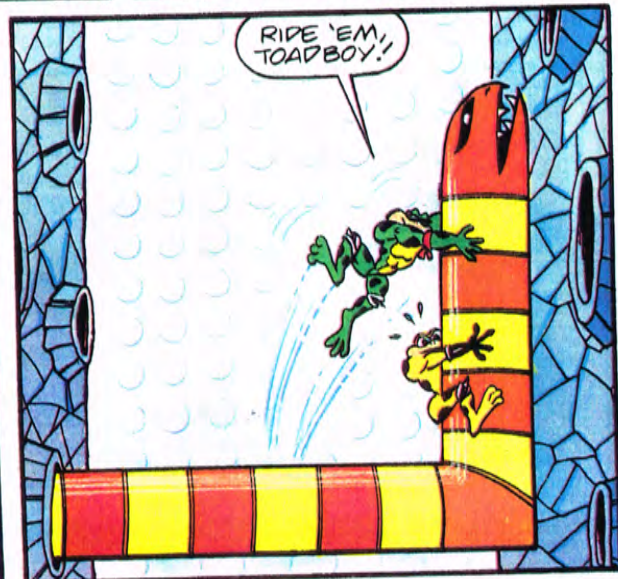
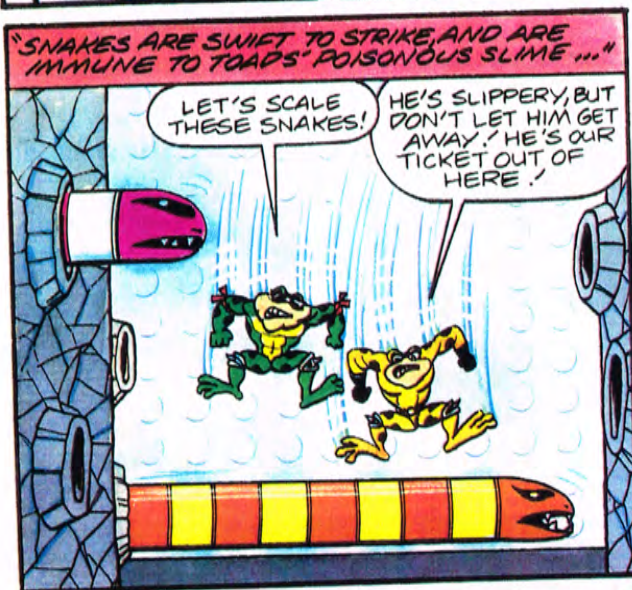
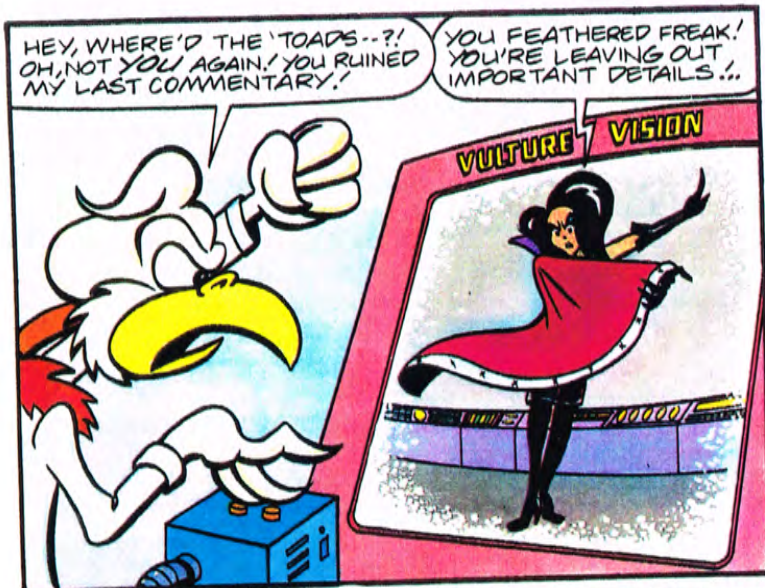


"RASH WAS IN HIS NATURAL ELEMENT, BUT ZITZ..."

UH-RASH? DON'T LOOK NOW, BUT...

HANG SIX AND GO WITH THE FLOW!



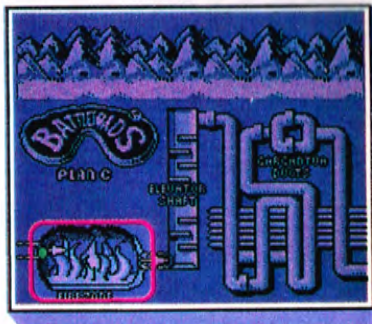




Fire Zone

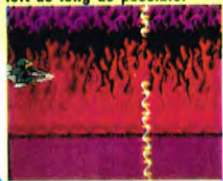
Yet another mode of Toad transportation must be mastered to make it through the Fire Zone alive: the Toad Plane! Flying over a gigantic cavern full of fire, the Toads have to maneuver between fluctuating Force Fields or face a fiery doom!

"Things are heatin' up for the Battle-toads!"



STAGE B START

A. Up until this point, the Force Fields open as you approach. Stay to the left as long as possible.



B
1



STAGE C

In Stage C, a random storm of fire will assail you from the right. Stay to the left and move up and down to avoid the fireballs.



Be ready for the 1-Up and get it if you can.

TO STAGE D

STAGE E START

The speed really picks up here. Like in the Turbo Tunnel, reflexes and memory are the only things that will get you through alive (plus a lot of practice!).

E
1

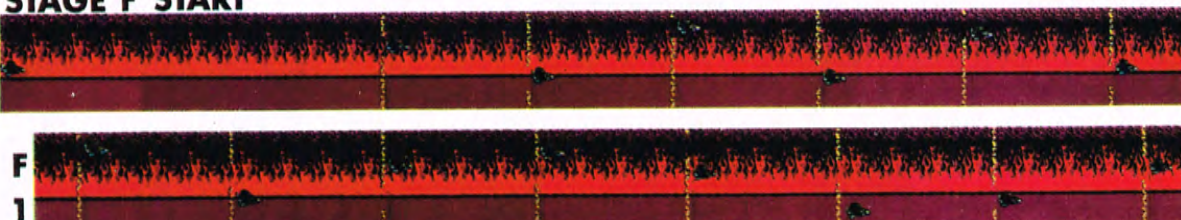


TO F



STAGE F START

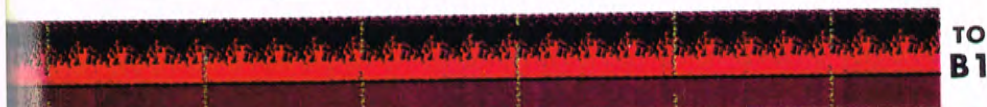
F
1



TO F1

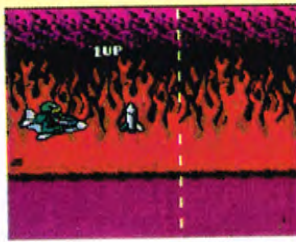
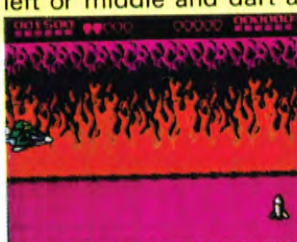
Special Attacks are how automatic! Bust loose on the attackers, and jump with care when you reach the logs.

STAGE A START



STAGE D

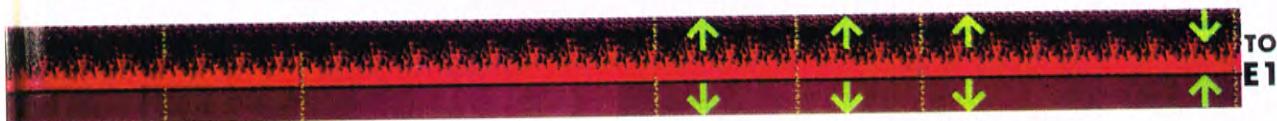
Rockets will randomly launch from the depths of the fire in Stage D. Stay to the left or middle and dart and weave to avoid them.



You can collect another 1-Up in this stage.

TO STAGE E

B. Force fields will close as you come near. Speed on through.



The openings in the last pair of Force Fields are on opposite ends of the screen. After you go through the top one, hold back as long as you can, and then go down.



TO THE
ELEVATOR SHAFT

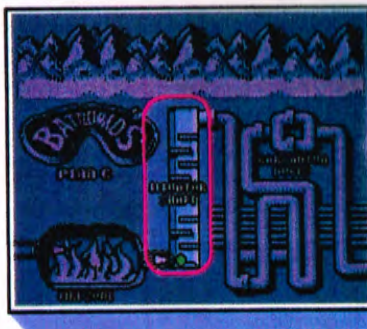


Elevator Shaft



"This isn't a free ride! I'd rather take the stairs..."

The Elevator Shaft is indeed a challenging climb, and it will really test your jumping ability and timing. At least you don't need to ride another wacky vehicle in this level!



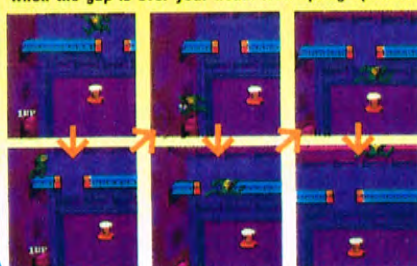
DON'T GET SLIMED!

If you have the pipe you can destroy the slime easily. Otherwise, you'll have to avoid their deadly touch as you make your way across the platforms they guard.



TROUBLESOME 1-UP

Although it's tough to get, you'll probably need this 1-Up. Go up through the gap and then head to the left side. You'll fall back down onto the platform with the 1-Up on it. From there, jump to the spring platform when the gap is over your head. Now spring upwards.

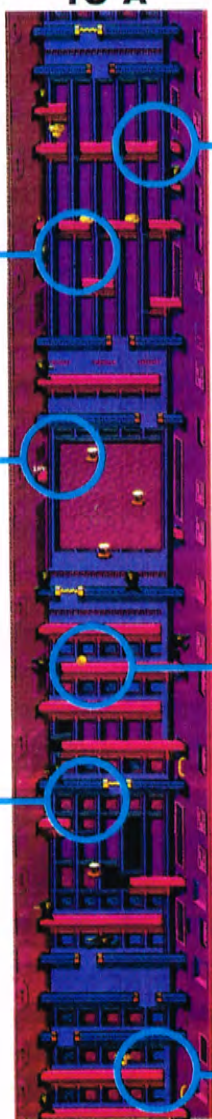


THROUGH THE GAPS

When the electric barrier shuts off, quickly jump through the gap. You don't have a time limit, so wait for a good opening.



TO A



START

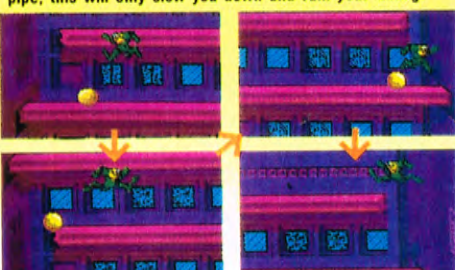
JUMP AND SQUAT

Duck and wait for the energy projectiles from the robot to pass you by. Make for the platform and duck again when the projectiles start flyin'. Trash the Robot when you're close.



SNOT BALL SPIGOT

Watch the timing of the Snot Balls as they shoot out of the wall. You'll have to jump quickly over them to make it through. Although you can destroy the Snot Balls with a pipe, this will only slow you down and ruin your timing.



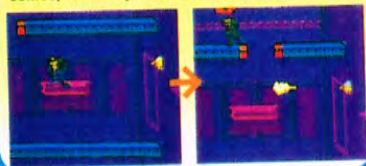
RIP UP THE PIPES

At a few points in your journey, you'll be able to rip pipes off the wall. Be sure to grab the first one and use it on the approaching enemy.



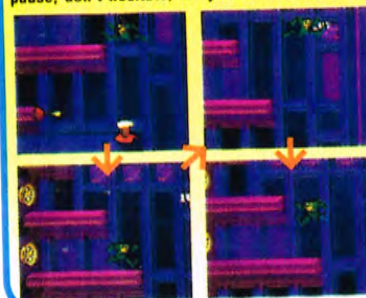
DOUBLE JEOPARDY

Stay on the lowest platform until the Gasser fires, then hop onto the middle one and hope for an opening in the upper platform. If none comes, be ready to leap back down.



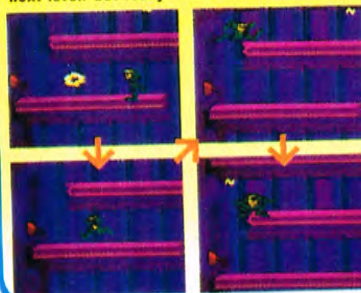
SUCTION VALVES

You're faced with a double threat here: poison gas and hindering suction valves. When the valves pause, don't hesitate, but just start climbing.

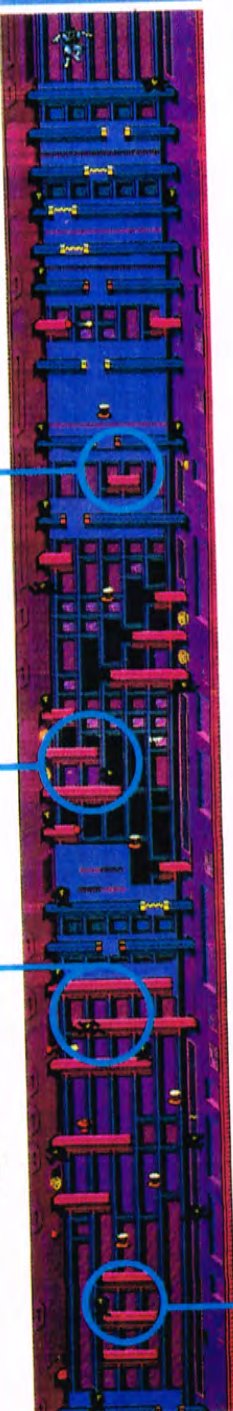


RACE FOR LIFE

When gas and energy projectiles fire simultaneously, that's your signal to beat it up to the next level. Get ready to duck!



TO
ROBO-MANUS



A



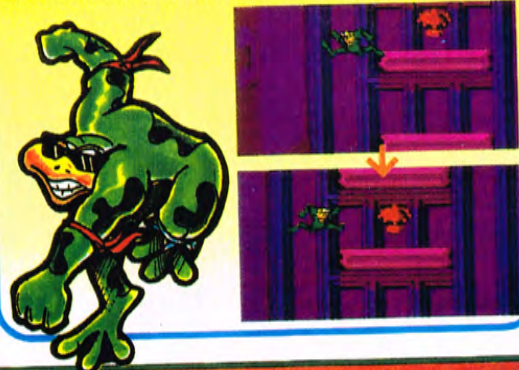
HOW TO DEFEAT ROBO-MANUS

Robo-Manus starts out sluggish, but soon he'll whip out a machine gun and pepper you with lead. Hit him as much as possible at the beginning, because he'll speed up as you damage him. When he jumps up, move in to where he'll land and hit him when he does!



TRIPLE THREAT!

Each of the three platforms is guarded by a robot sentry. Time your jump up and around the edge of the platform so you're ready to beat the robot as soon as you land. Hit 'em quick and hit 'em hard!



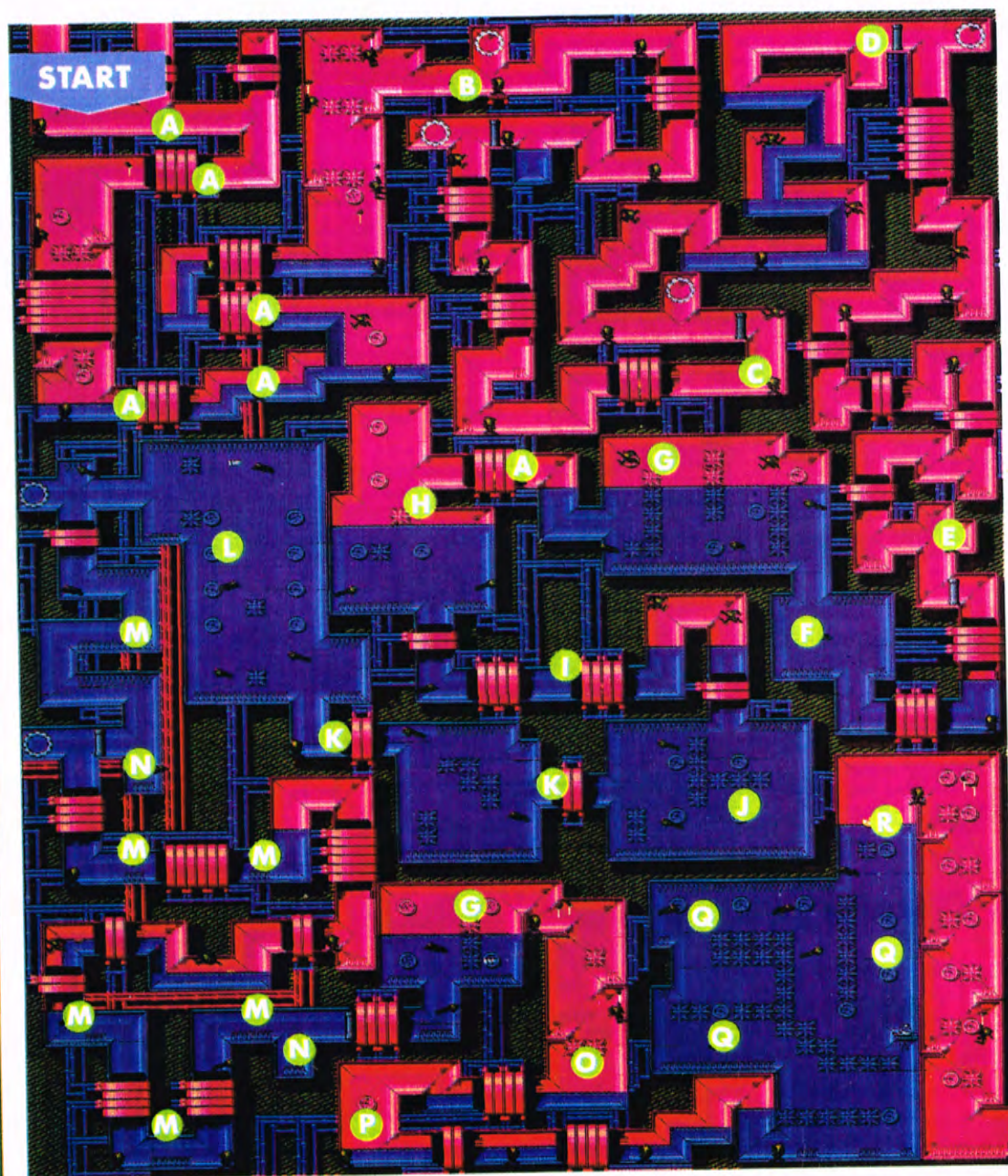
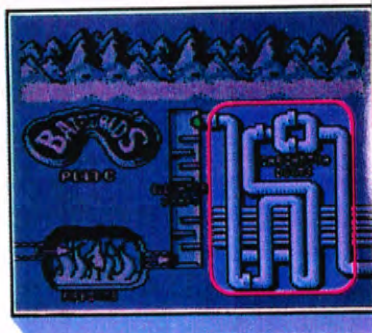


Gargantua Ducts



"It's time to make like plumbers and clear out this maze of slime filled pipes!"

The only way into the Gargantua is through a labyrinth of deadly pipes. The Toads will have to outrace giant gears, precision swim between dangerous spikes and battle frog-eating fish to make it through.



TO THE
GARGANTUA

BATTLETOADS

A. BUST THE 'BOT

Approach the robots (marked on the map by A) with caution, ducking under their electric projectiles. When you're close, grab them and smash them against the ceiling. Be careful, sometimes the robot's position is concealed.



B. RUN TOAD, RUN!

Those giant gears aren't just decorations, they're traps! The gears will roll after your Toad and will grind him unless you beat them to a certain point.



Stand against the wall blocking off the passage and the gear will drop into the pit and disintegrate.

C. JUMP AND DODGE

When you run out of running room, wait half a second and as the gear approaches, jump up. The gear will disappear when it hits the wall.



D. SWIM UP-STREAM

To reach the end of this gear's run, you'll have to hop up, against the current.



E. HANG OUT

At the end of this gear's run, duck into the alcove above the final wall and the gear will continue onward and vanish.



F. SHORT CIRCUIT THE EEL

Hit the electric eels twice to take them out. The move is tricky. You have to swim carefully as you punch.



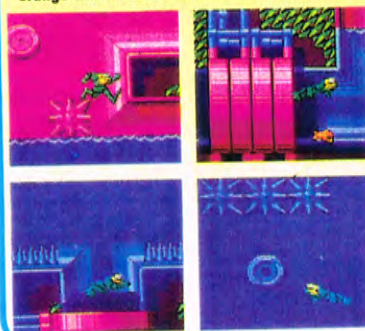
G. LEAPIN' LIZARDS!

To leap the spiked barrier, get as close to it as possible and leap straight up, out of the water. Then jump over the barrier.



H, I, J. RUN DEEP

Try not to hesitate as you swim through this hazardous spike-filled area. The faster you swim, the less contact you'll make with the orange hammerhead fish.



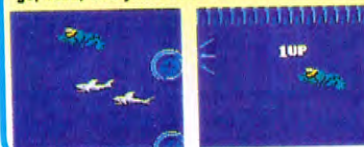
K. A SHOCKING DISCOVERY

Yep, there are more electric eels down below. It's always best to avoid these critters whenever possible, rather than fight.



L. 1-UP, BUT MANY TO GO

Swim near the top of this large chamber to capture a 1-Up. You've still got a long way to go, Toad, and you'll need it!



M. SKINNY DIPPING

The gears are back, but this time you have to swim away from them! There's no time to lose!



N. LAY LOW

Duck into the pit with spikes and the gear will pass you by. It takes a steady hand to keep your frog off the deadly spikes.



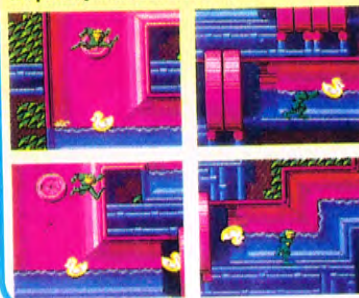
O. RUB OUT DUCKS

Don't try and play with these oversized bath toys! It's better to just avoid the first duck by jumping over it.



P. RUBBER DUCK DUO

You'll have to do some fancy jumping to avoid the ducks until both are moving right. You can then attack them from behind. When they are temporarily stunned, cruise by fast.



Q. JAWS, TOO!

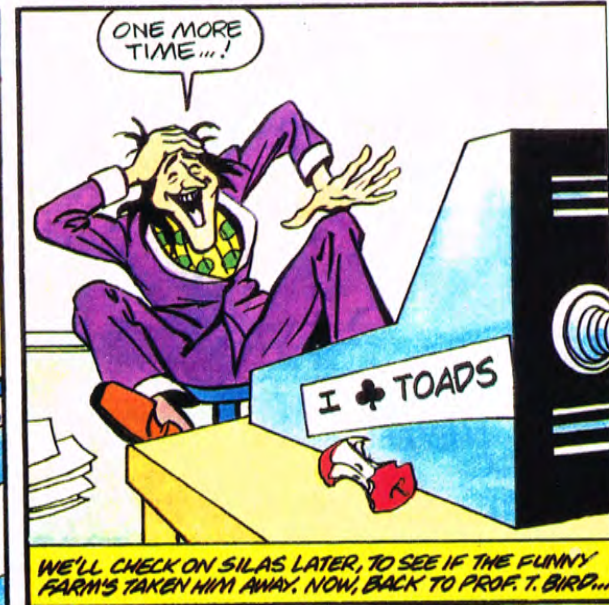
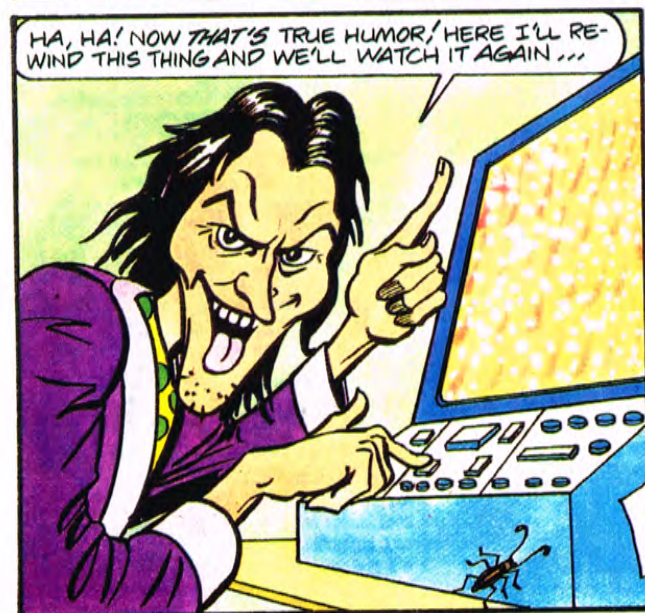
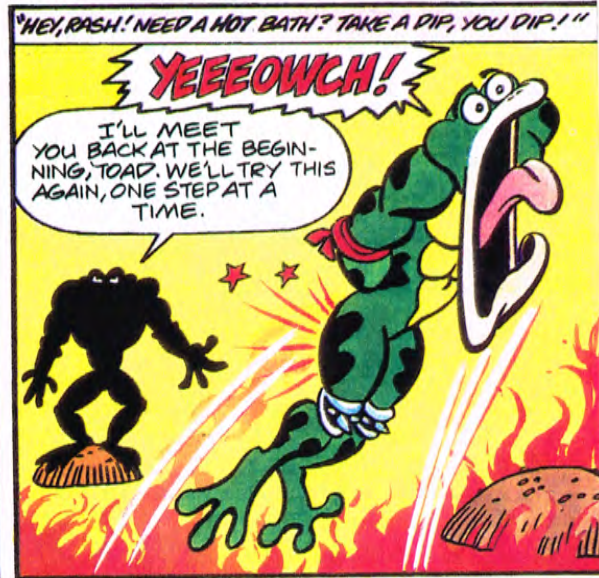
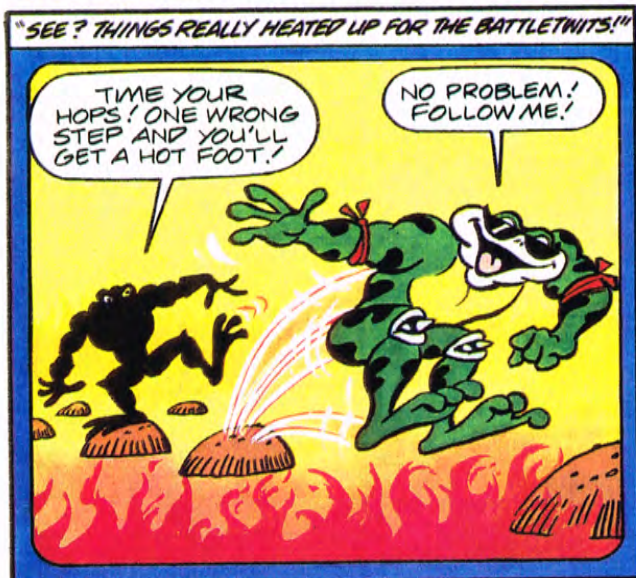
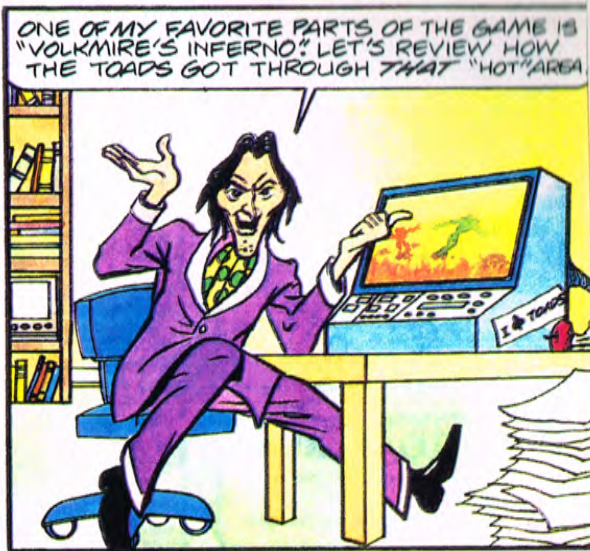
A pair of frog-eating sharks will attack here. Beat them back with a ham-sized fist.

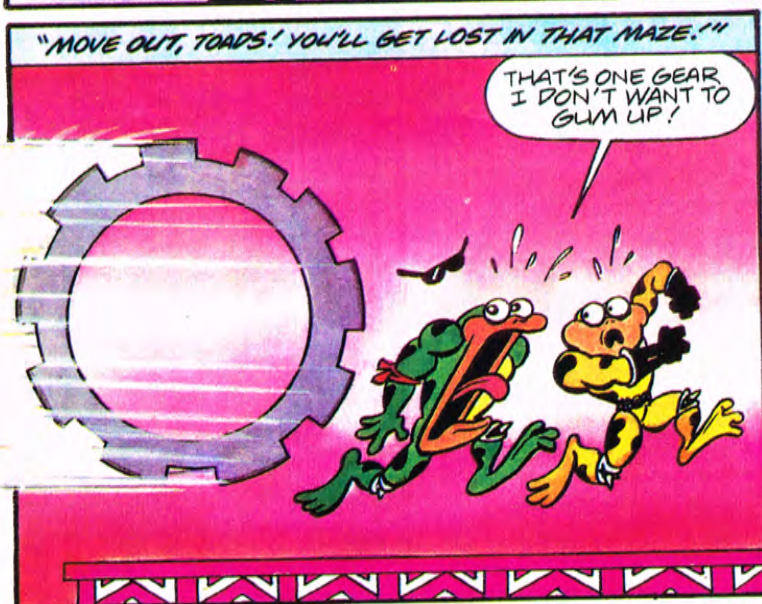
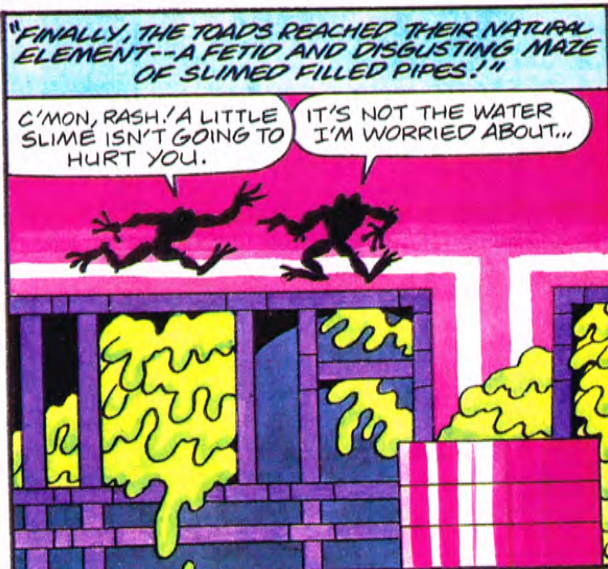
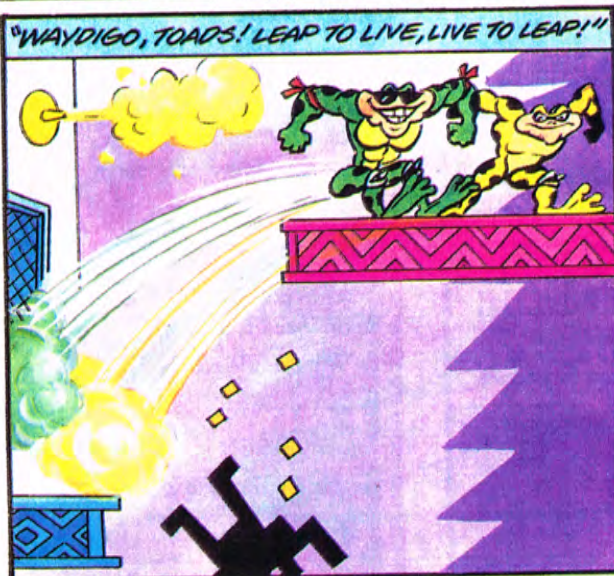
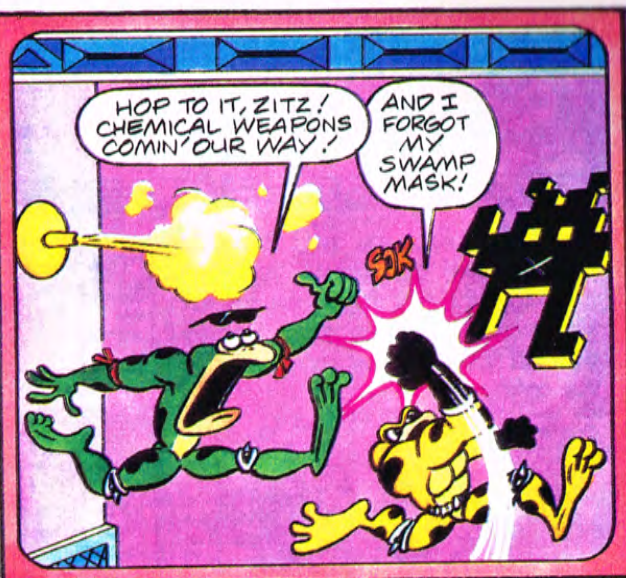
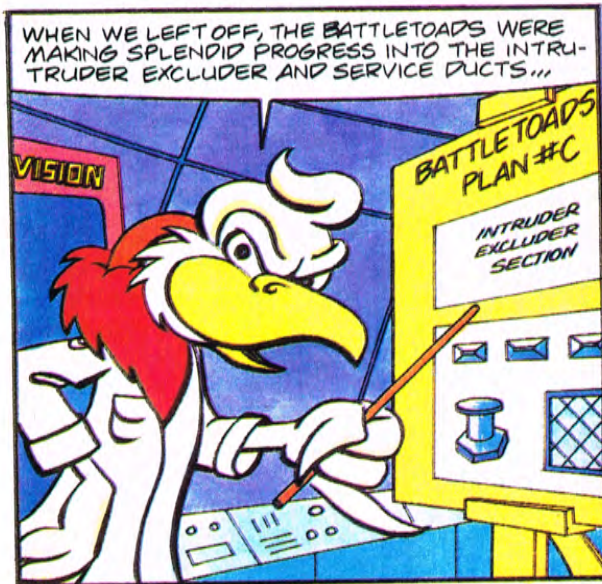


R. WHAT'S UP, DUCK?

Hold the sharks at bay and as soon as the Duck moves out of the way, high-tail it up and past him!







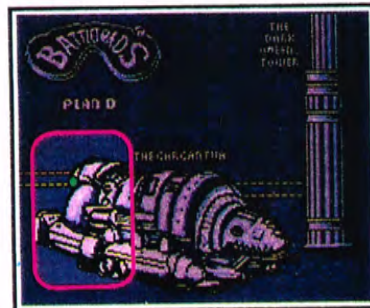


The Gargantua

—PART 1—

The Dark Queen has sent Scuzz to blow up the Gargantua— with the Battletoads inside! You'll have to beat him to the 3 self-destruct Bombs through corridors that go straight to the core of the ship.

"What's so big about this ship, anyway?"



A START



TO A-1

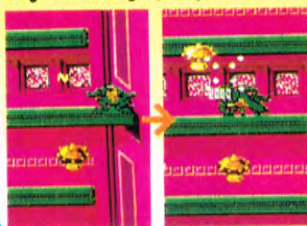
A-1



TO B

A. IT STARTS OUT EASY...

Act fast and wipe out the now familiar robots you meet at the beginning of the stage. Get through quickly.



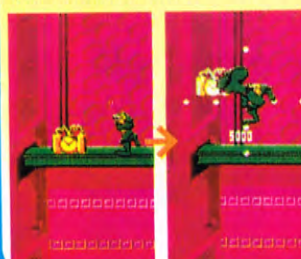
B. IT'S A RACE TO THE FINISH!

You can't defeat Scuzz—but you do have to beat him in a race to the bottom of the corridor. Once you see him, run!!!



C. BOOT THE SELF DESTRUCT BOMB!

If you make it to the bottom before Scuzz, you'll be able to deactivate the Bomb with a swift kick. If Scuzz beats you—it's all over, Toad.



B START



TO B-1

B-1

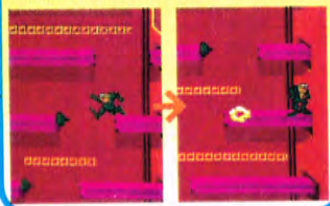


TO C

BATTLETOADS

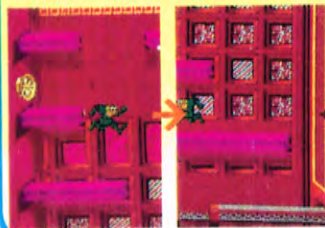
D. GAS ATTACK!

Scroll down so you can see the Gasser and watch its firing pattern. When you see an opening, go to the fourth platform.



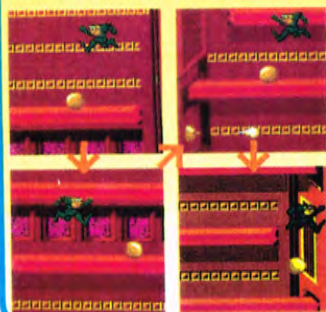
E. FREE-FALLING FROGS!

As you fall through this area, press Right to avoid the Suction Valve, then Left to miss the poison gas. The race begins!



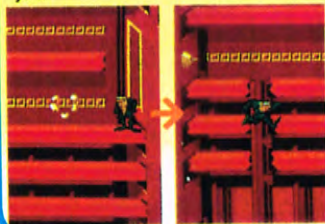
F. SPEED PAST THE SPIGOT

You won't have time to study the pattern of the Snot Balls here— you've got a race to win! Get through at top speed!



G. GIVE IT THE GAS, TOAD

Spurts of poison gas close the way at this point. Don't wait too long to find an opening, because Scuzz is right behind you.



C START



TO C-1

C-1

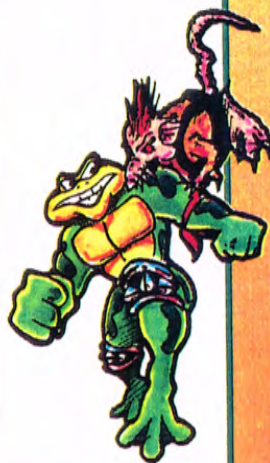


TO C-2

C-2



TO
SCUZZ



GENERAL SLAUGHTER

After you've kicked the third Bomb, Slaughter has to fight. Avoid him by jumping and hit him when his back is turned.



Gen. Slaughter moves faster and faster as combat continues. Hit and hop until he drops!





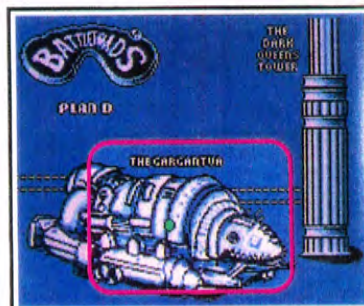
The Gargantua

—PART 2—

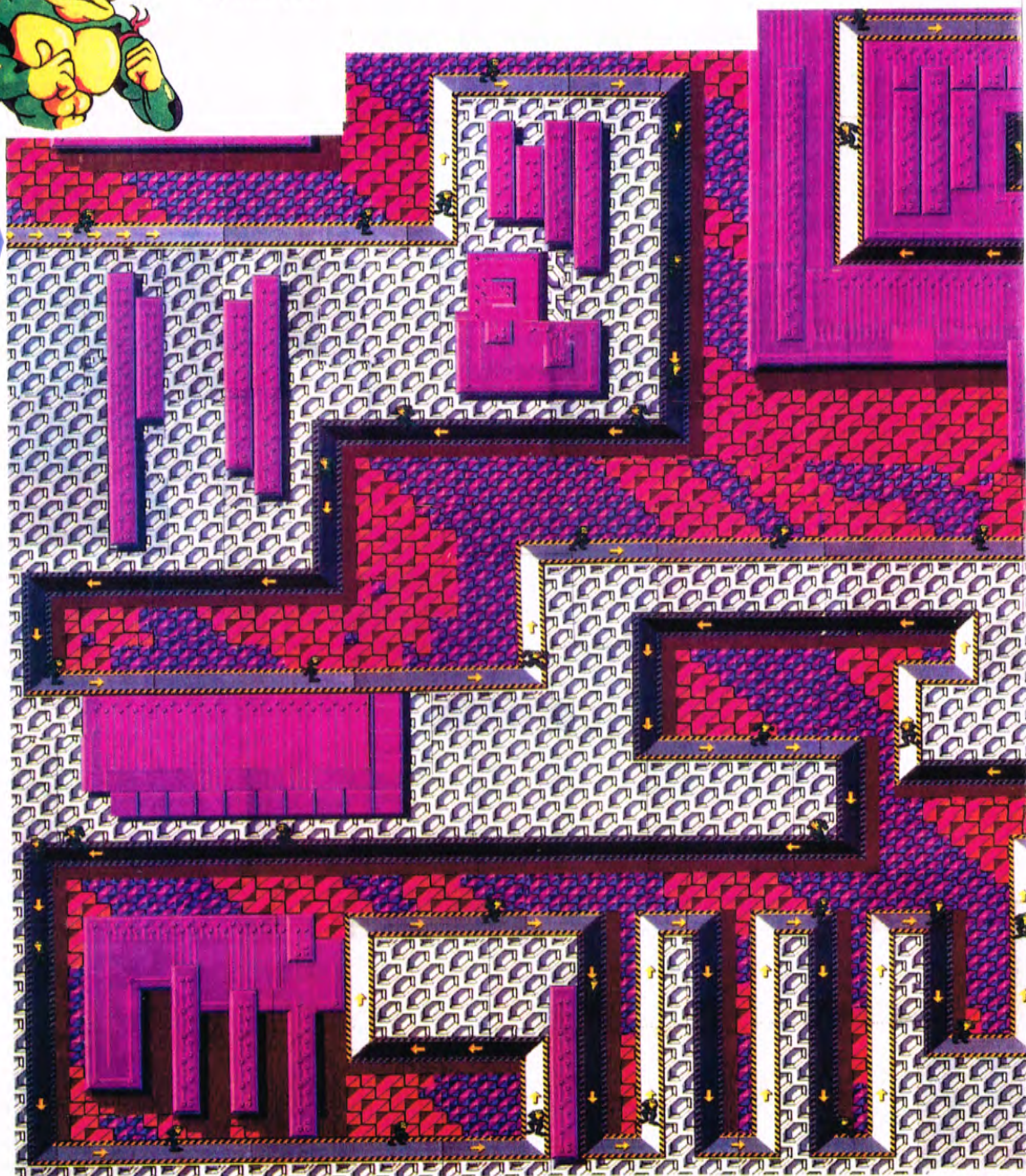
"You've gotta be kidding! I thought we had raced on every vehicle possible! But then we saw the Clinger Wingers ..."



It's another race against doom through the corridors of the Gargantua, this time dragged behind the high-speed unicycles known as the Clinger Wingers. They go any which way but loose with a hypnotic energy orb in hot pursuit. Time's up if it catches you!



START



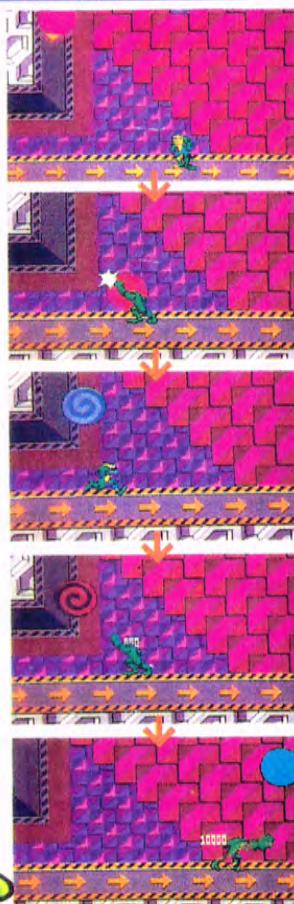
MAKE TRACKS, TOAD!

You begin the race with a slight head-start on the hypno energy orb, and you have to keep that lead until the end. The Clinger Winger cycles are slightly faster than the orb around corners, so you need to hit them fast.



BATTLE THE HYPNO ORB!

When you reach the end of the line, you'll have to fight the hypno orb. It's touch is deadly unless you hit it with your fist. Punch the Orb repeatedly and don't let up for a minute. Try to get it against the edge of the screen to really tag it. If you pick it up and toss it, be sure to get out from under it as it falls. If you're persistent, you'll win.



TO
THE HYPNO
ORB
BATTLE!



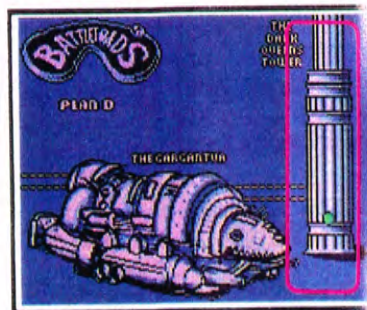


The Dark Queen's Tower



"We'll do the twistin', and the Dark Queen will do the shoutin'! Hear that, Dark Queen? We're comin' for you!"

As you circle and climb the cylindrical tower, the view will stay on your Toad and the Tower's features will rotate in and out of sight. This effect gives the entire stage a three dimensional feel, and makes the game play deadly!



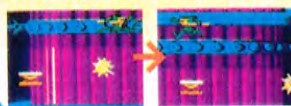
CLOUD CREATURES

The Cloud Creatures attack in a spiralling pattern. Stay in the middle of the tower when one is near and use a Head Butt to clobber it.



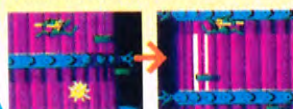
PUT A SPRING IN YOUR HOP

Take your time when you reach the spring platforms. Making an accurate leap can be tricky when the springs are giving you an extra boost.



SEARCH OUT THE STEPS

As you run around the Tower, the other side will scroll into view. If you don't see steps leading up, circle the Tower until you find them.

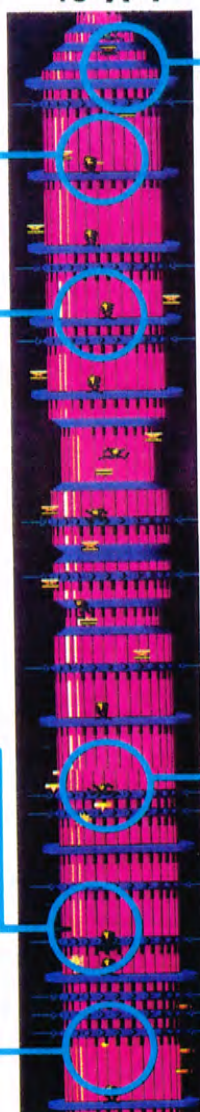


LOWER THE FLAG POLE

Dodge Hornhead until you have a chance to get close and punt him off the Tower. With the coast clear, jump up, grab the Flag Pole and rip it off the wall.



TO A-1



START

BIG APPETITE= BIG TROUBLE!

The big red rat you encounter at this point in your climb has an insatiable appetite for one thing—frog's legs! Attack him only when his mouth is closed or he'll gobble you up.



STICKY SITUATION

Watch it when you jump up off of this platform. A Spiked Ball orbits this level of the Tower at super high speed!



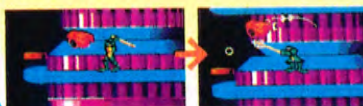
KEEP ON HOPPIN'

Some platforms will sink if you stand on them. Jump repeatedly to keep the platform in one place. If this platform sinks, you'll be in range of the bouncing Spiked Ball.

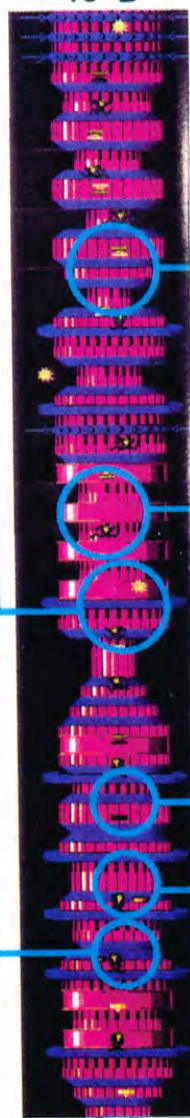


FORECAST: CLOUDY

This time, a Crimson Cloud Creature attacks with a bubble of poison gas. Just try to get past him fast—the screen will scroll upwards even if you haven't defeated the monster.



TO B



A-1

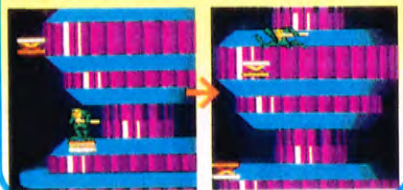
RACE THE WIND

The storm is again deadly, and your only chance to out live it is to out race it. You can do it!



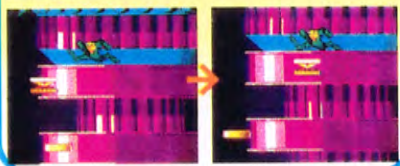
SPRING LOADED THRILLS

The independently orbiting platforms are the spring loaded variety. Timing is extra difficult here, because you have to jump squarely on the platform.



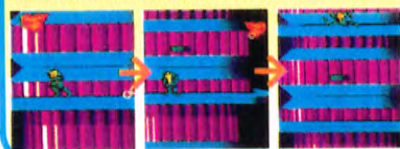
ORBITING PLATFORMS

To add to the challenge, at this point the platforms independently circle the Tower. Timing is essential to using these platforms. Jump up when the moving platform is almost overhead.



RED STORM DESCENDING

Avoid the two Crimson Cloud Creatures by following them around the tower. They will drop poison bubbles on you, so watch out. You can make it past them without fighting if you hurry!

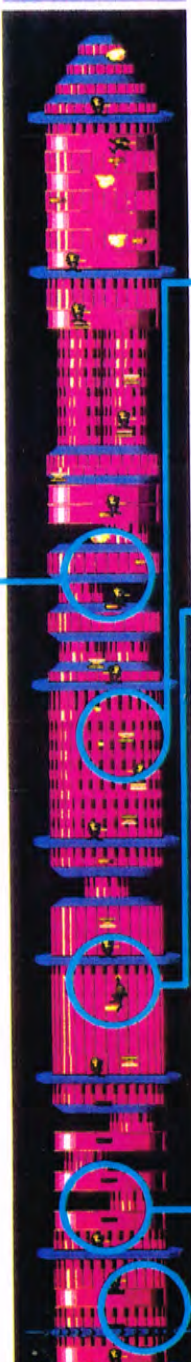


FOLLOW THE LEADER

To best avoid the single Crimson Cloud Creature here, follow it around the Tower. When you have an opening, high-tail it higher!

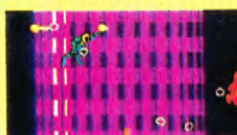


TO THE DARK QUEEN



B START

WAIT OUT THE STORM

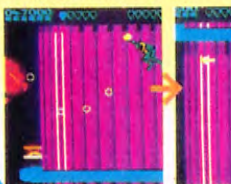


When the big red head shows up on the side of the screen, leap for a flag pole and hold on tight. He'll huff and puff, but won't blow you down unless you try to move. Once he's gone, continue.



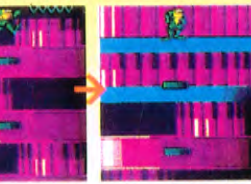
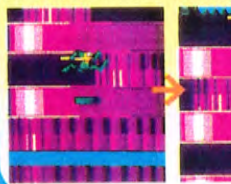
HUFF AND PUFF, RED HEAD

Make for the flagpole and hold on as the big red head blows at you. When it stops huffing, drop down and veer to the lower spring platform. If you try for the closer one you won't make it.



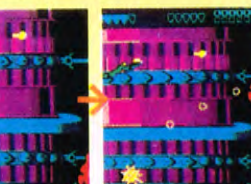
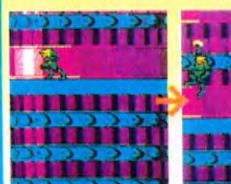
JUMP AND JUMP AGAIN

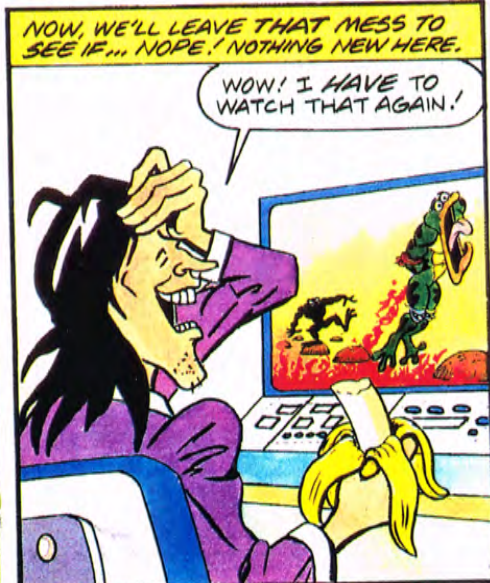
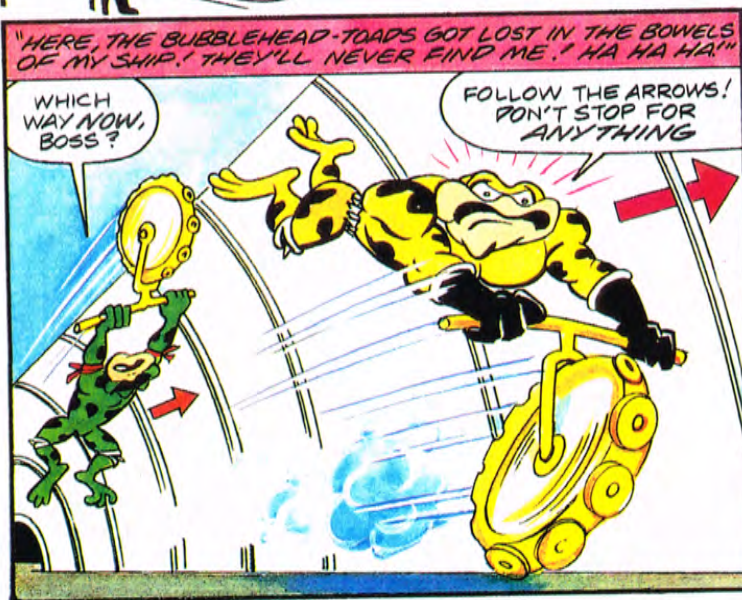
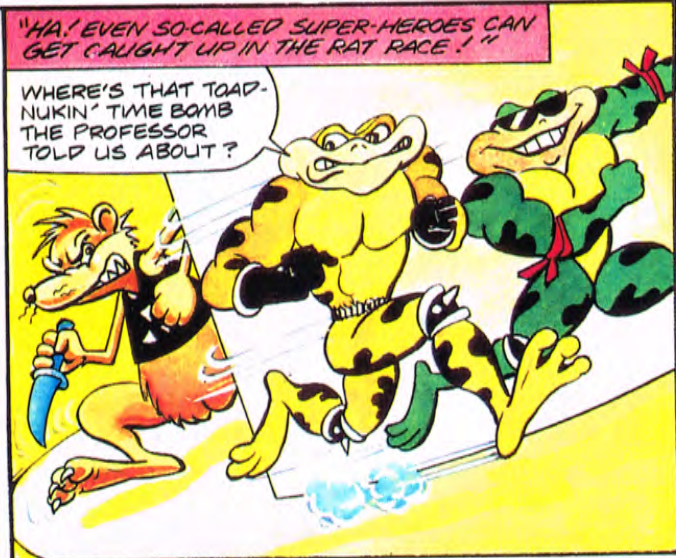
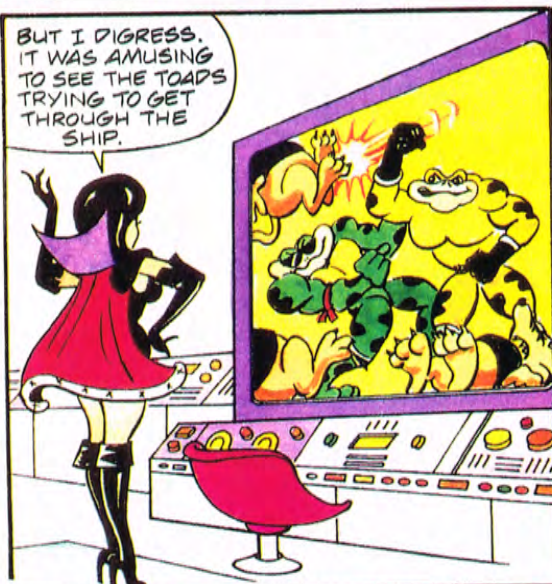
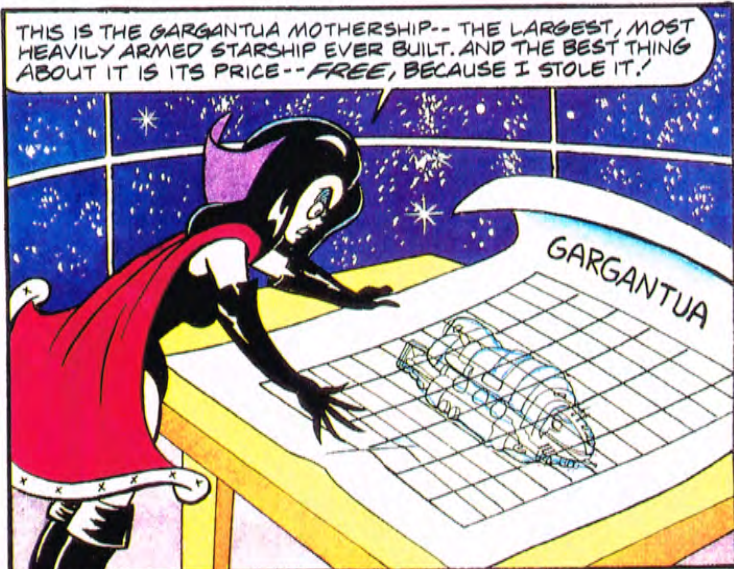
At this point in your ascent up the Tower, you will encounter four appearing/disappearing platforms, one above the other. As soon as you jump on the first one, jump straight up as fast as possible.



JUMP HIGH AND CARRY A BIG STICK

The flag pole is your only chance to continue upwards. Jump up, grab it and then vault up to the next platform, rather than dropping down. The stick will come in handy.



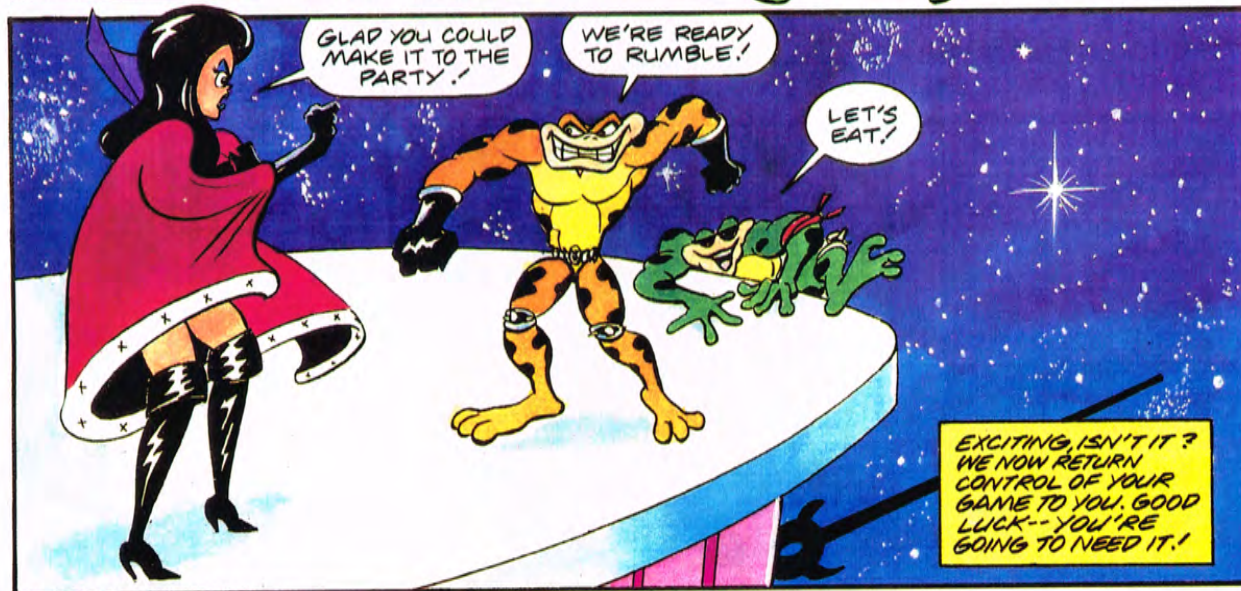
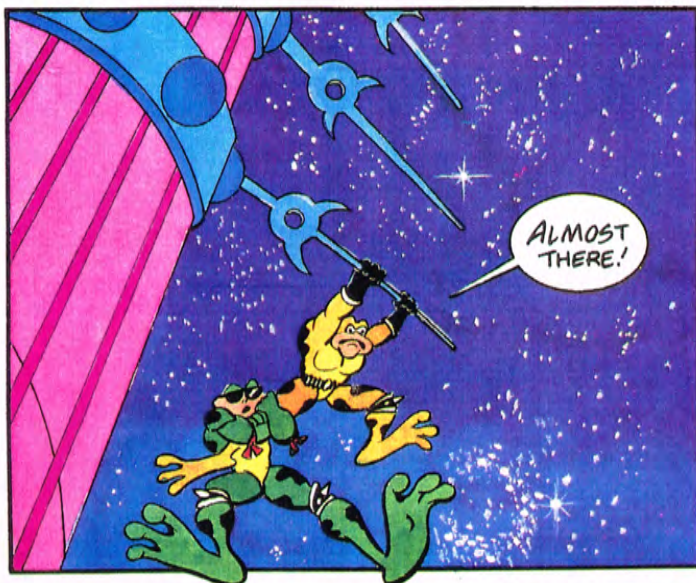
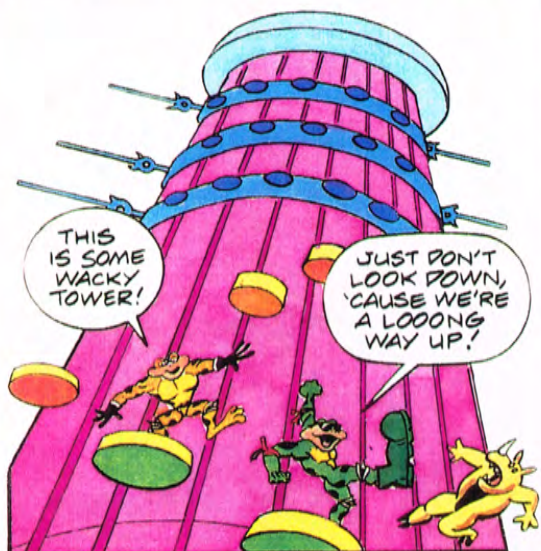


BUT, BACK TO THE QUEEN...

HA HA
HA--
HUH?

YOU'RE DOOMED, DARK QUEEN! THE
TOADS ARE ON THEIR WAY UP YOUR
TOWER, AND THEY AREN'T IN A GOOD
MOOD. IN FACT, THEY'RE MAD, BAD
AND CRAZY!!

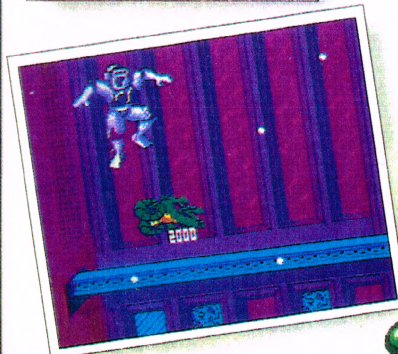
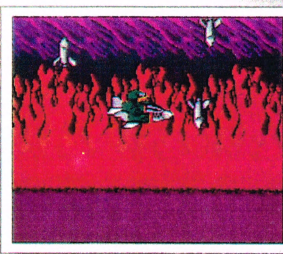
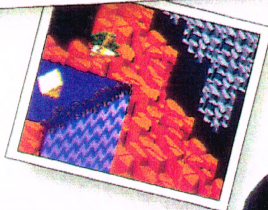
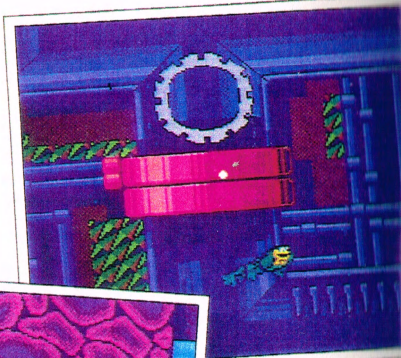
NO! THIS CAN'T BE!
BIG BLAG! ROBO-
MANUS! WHAT HAPPEN-
ED? IF YOU WANT IT
DONE RIGHT...





What's Next For The

It's a little too early to tell how successful the Battletoads will be (both in their mission and in their popularity) but they have some big plans! A possible NES sequel, a Super NES game and an arcade game are just a few of the things in the works! With the variety of game play tasks and the super challenge level in their first game, the Battletoads are sure to continue breaking new video game ground.



e Battletoads?



Until Then,
Stay Mad, Bad
And Crazy

AND TIPS THAT WILL ADD FURTHER FRENZY TO YOUR TOAD-PLAY!

KEEP CHECKING NINTENDO POWER FOR TOAD UPDATES!

